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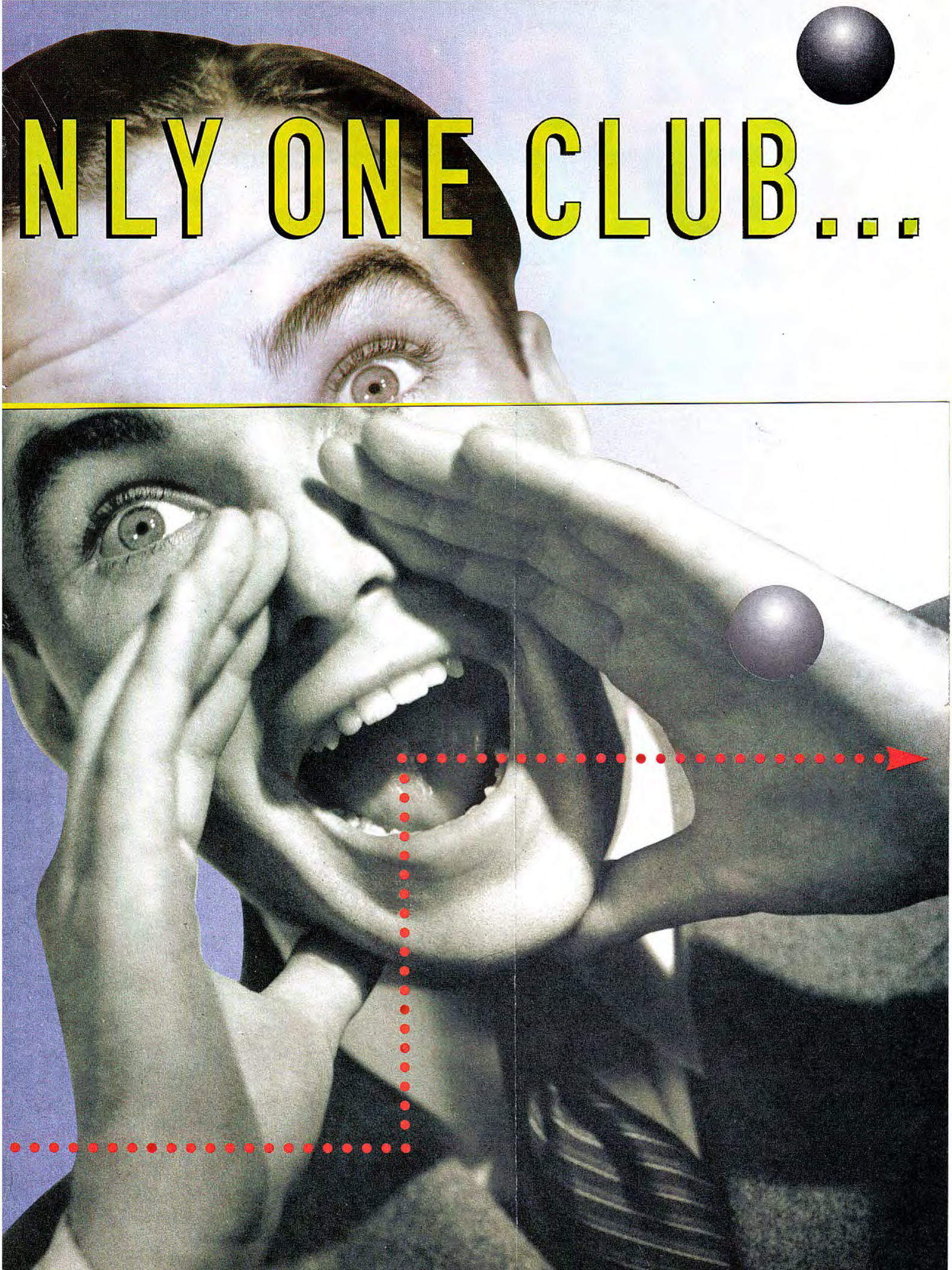
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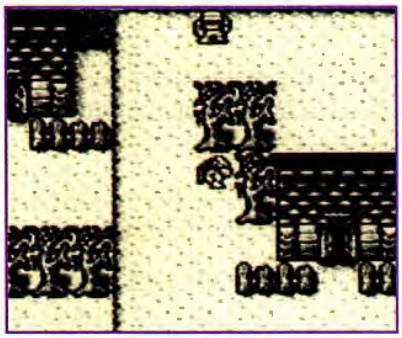

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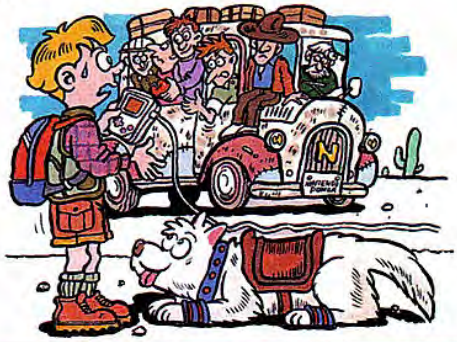

I have a question for you. Why did you put the X and Y Buttons on the Super NES control pad instead of C and D or something else?

Kyle Milner
Warren, TX

We went out and got the straight scoop, Kyle. According to Lance Barr, Product Designer for Nintendo of America, the letters X and Y on the Super NES Controller were used to correspond with terms commonly used in CAD design and engineering. On the Controller, the A and B Buttons are considered the "primary" Buttons while X and Y can be considered "secondary" Buttons. This is the reason why the X and Y Buttons are a different color and are shaped differently. Even though the Buttons ***could have*** *been labeled C and D or something else* ***and*** *the fact remains that CAD design and video games don't necessarily go hand-in-hand, the X and Y designation seemed the most fitting.*

My name is Cathy Spenser and I live on Maui, Hawaii. I'm 17 and a senior at Maui High. My brother, Greg, usually sends his accomplishments and hints to you guys, but since we got Mario Paint, I've been addicted to Nintendo more than ever. Here, I've sent a picture of what it's like to live in Hawaii. The picture is of a sunset here on Maui at Kama'ole Beach Park. I do realize that you folks must get hundreds of drawings and letters, but if you could print my drawing in your magazine, it would make me very happy and would bring me sweet revenge on my brother.

Cathy Spenser
Kula, HI

Zelda Jokes

Q: How did Link win the basketball game for his team?
A: He used his Hookshot.

Q: What did Zelda tell Link when he couldn't unlock the door?
A: Triforce.

Q: What did Link say to Ganon when he captured Zelda?
A: Leever alone!

Alex Fernandez
Victorville, CA

Now that you've had time to play Star Fox and have seen what the Super FX chip can do, what do you think of this new technology? Does it enhance your game play? Have your first impressions about the Super FX chip changed since you've experienced it?

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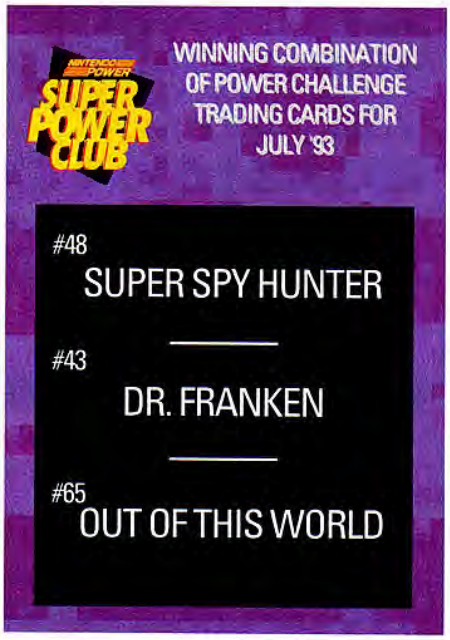

CLOWNIN' AROUND WITH THE SIMPSONS

CONTEST WINNER

Danny Carr from The Colony, Texas was selected as the Grand Prize winner in our Player's Poll Contest from Volume 39. A trip for Danny and his father to Hollywood and a tour of Fox Studios were the major planned events, but the best part of the whole trip was getting to meet Matt Groening. You should see Matt's office! As you might expect, it's filled with Simpsons merchandise and memorabilia. Matt also had the Simpsons arcade game in his office and he put forth the video challenge to Danny. The group also took a lunch break at the Fox Studios commissary. Heads were turning as Danny sat in the midst of such TV stars as Neil Patrick Harris and James B. Sikking, otherwise known as Doogie Howser and his TV father. The cast of LA Law could also be seen chowing down in close proximity. To round out the trip, Danny and his father spent their final day in sunny LA at Disneyland. As the Bartman would say: **"Cool, man!"**

Nintendo Power editor Leslie Swan and Danny took a pit stop on the tour of Fox Studios to visit with Matt Groening. Here, they're showing off the Simpsons poster that Matt customized for Danny as part of his prize package. Matt's a really great guy!

EDITOR'S CORNER

50 issues later...we're monthly, we've got nearly one million readers, we've got the Super Power Club and we've got three systems worth of software to write about. Why, I remember the days back in 1988 when we had to walk through 10 miles of waist-deep snow just to meet our deadlines. Luckily, all that's behind us now. The real excitement lies in what's ahead. The next five years should produce leaps in gaming technology that haven't even occurred to us yet. May we celebrate Nintendo Power's 100th issue together!

Gail Tilden
Editor in Chief

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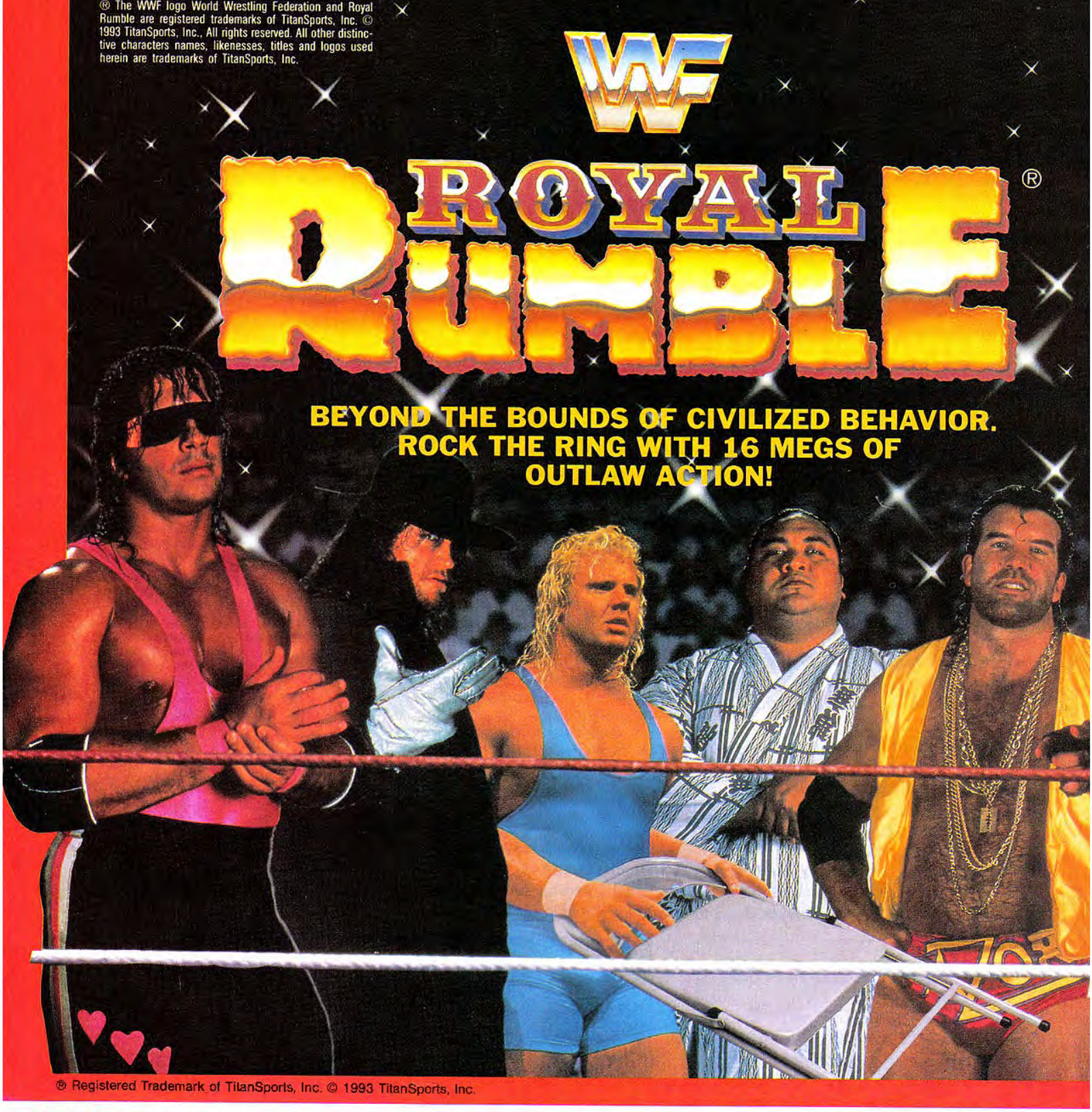

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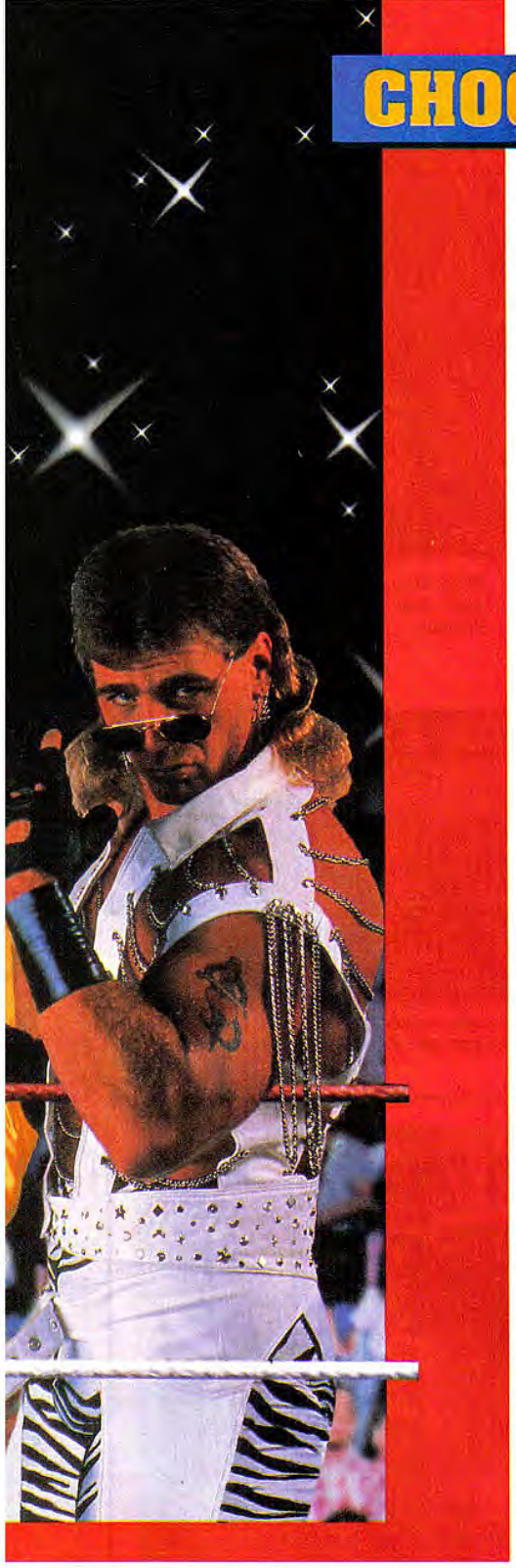
LJN DELIVERS A NEW CHAMP

No holds are barred in LJN's new pro wrestling title for the Super NES, and with 16 Megs, it's bigger and better than 1992's WWF Super WrestleMania. WWF Royal Rumble has a new lineup of fast-talking superstars vying for the bragging rights, and each has a special move. There is more variety to the play, more precision in the control, greater clarity in the graphics.



CHOOSE YOUR GAME

Play one-on-one against a friend or the computer. Take, on the computer for the tournament championship. Or if tag-team's your game, either pair up with a friend or let your friend field a team to challenge you. Of course, the ultimate test is the Royal Rumble.

Learn the ropes by playing one-on-one or tag team. There are lots of moves to learn and special techniques to master.

Six wrestlers take to the ring at once for the Royal Rumble, which is long on action, short on rules.

RATTLE THE REF

Unhappy with the ref's call? You can do more than just yell at the him in this game. If you bump him, he'll be temporarily dazed. If you run in to him at top speed, you can actually knock his lights out.

Nobody ever said these wrestlers were polite. You can ring the ref's bell with a little bump, but a full-fledged run will put him down for the count.

CHUCK THE CHAIR

Brawl action isn't limited to the ring. You can throw your opponent out and use whatever means necessary to knock him out. If there's a chair handy, stun him with your fist, grab the chair and use it to bash him over the head.

While your opponent is reeling, hit him with the chair.

NO HOLDS BARRED

Go ahead, break the rules. You can get away will all kinds of dirty moves in all modes of the game. And, when you're playing tag team you can get your partner in on the illegal action, too. You can use choke holds or go for the eye gouge without worrying about the ref interfering.

Face your opponent and press L to go for his eyes.

When you're both standing, press R to grab your opponent.

Your tag-team partner can go for the choke hold from outside.

ONE-ON-ONE

In the One-On-One Mode, you can challenge the computer or take on a friend in either a Brawl or a One-fall match overseen by a referee. In One-fall, wear your opponent down enough to pin him for a three-count. Don't waste your energy trying to pin him before he's tired.

When you and your opponent are on the ropes, press the Y Button to throw him out of the ring.

RING TOSS

Wrestling action isn't limited to the ring. If you stand next to the ropes and press Y, you can throw your opponent out of the ring. He'll be stunned for a moment after landing. Take advantage of the situation—land a Special Move. To return to the ring, walk back into the apron.

THE BEAT GOES ON

If you chose to Brawl, your time out of the ring is unlimited, but in a One-fall Match, the ref will bring the action back to the ring in short order, so keep an eye on the time. And remember—there are no rules outside the ropes.

Macho Man Randy Savage can jump from the turnbuckle and land a Flying Elbow Smash on an opponent lying nearby.

If there's a chair outside the ring, make good use of it.

If your opponent is low on energy, the landing might end him.

RANDY SAVAGE

HEIGHT: 6'2"
WEIGHT: 245 lbs.
SPECIAL MOVE: Flying Elbow Smash

The Macho Man, a two-time former World Wrestling Federation® Champion, is known for performing his special Flying Elbow Drop from the top of the turnbuckle. Like many superstars, he's an outrageous dresser.

When you press Up, the Macho Man will climb the turnbuckle.

Press A, B, X or Y to make him jump. It's a Savage move.

TED DIBIASE

HEIGHT: 6'3"
WEIGHT: 256 Lbs.
SPECIAL MOVE: Million Dollar Dream Sleeperhold

Dibiase, who says that he's the richest man in the circuit, is a two-time tag-team champ. He claims that he can buy anybody in the league. The Million Dollar Man's trademark move is the Million Dollar Dream Sleeperhold.

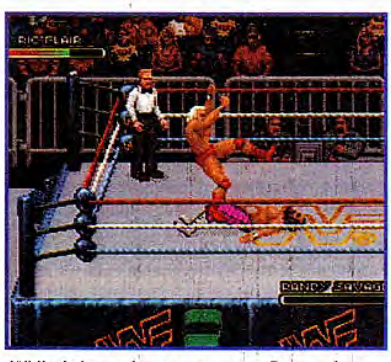
To perform his Special Move, Dibiase stuns his opponent . . .

. . . then steps behind him and puts on the Sleeperhold (press B).

COMBINATION MOVES

You have to master basic moves to be competitive in wrestling action. When you have those down pat, you'll learn combination moves—the flashy stunts that "make" this sport.

Use the Run and Hip Toss. Throw your opponent into the ropes and, as he runs back at you, press B to floor him with the Hip Toss.



While he's on the canvas, press B to perform a crowd-pleasing Elbow Drop.

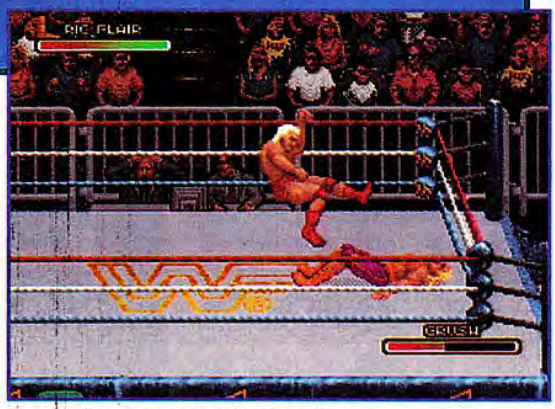
Another effective move to use while he's still down is the Knee Drop.

RUNNING MOVES

Many moves pack more punch when they're used while either you or your opponent—or both of you—are running. The combination produces some of the most flamboyant moves.

When Razor comes off the ropes and runs back at you, Clothesline him.

Hip Toss a running opponent or do a running Drop Kick.



When your opponent is flat on his back, press Y to run then B to perform the flashy Flying Elbow Drop.

THE NARCISSIST

HEIGHT: 6'6"
WEIGHT: 275 lbs.
SPECIAL MOVE: Running Forearm

The Narcissist, aka Lex Luger, has an ego as big as his muscles, and they're massive. Once a pro bodybuilder, he now concentrates on showing off his strength in the ring. He throws a power-packed Running Forearm.

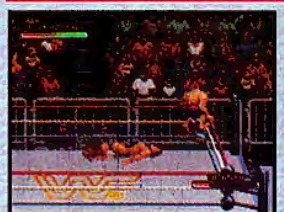
The Narcissist throws the forearm into rebounding opponents.

His opponent on the canvas, Luger shows off his perfect bod.

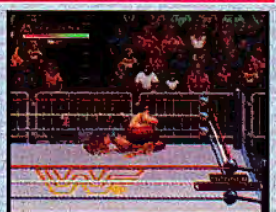
YOKOZUNA

HEIGHT: 6'5"
WEIGHT: 505 lbs.
SPECIAL MOVE: Banzai Drop

Trained in the art of Sumo Wrestling, Yokozuna made a big splash (all 505 pounds of him) when he joined the wrestling circuit. A master of weight manipulation, he puts all his pounds behind his dreaded Banzai Drop.



Yokozuna looks like he's going to climb the turnbuckle.



Instead, he parks all his pounds on his grounded opponent.

TAG-TEAM TRAUMA

Tag teams can include either two or three wrestlers who compete in One-fall or Brawl matches. As they do in one-on-one matches, refs intercede in the Tag-Team Mode but the Brawls are free-for-alls. You and a friend can either field your own teams or team up to challenge the computer.

He tags teammate Hart, who takes over.

PLAY TAG

When their energy runs low, fatigued men can tag their teammates, who then take over in the ring while their partners recover. Team members in the wings do more than just wait, though—they can punch or grab opponents who come within reach.

Grappling has sapped Tatanka's energy.

ON-THE-ROPE CHOKE

If you can keep your opponents on the rope for a moment, a teammate can pitch in with a well-timed choke hold. And while the chokee is busy trying to break the hold, you can do some damage of your own with a quick punch or perhaps a Flying Drop Kick.

Mr. Perfect's a tad too close to Macho Man Randy Savage.

The Undertaker takes advantage of the situation.

And here The Undertaker delivers a well-placed Drop Kick to the once Perfect face.

RAZOR RAMON

HEIGHT:
6'7"
WEIGHT:
287 lbs.
SPECIAL MOVE:
The Razor's Edge

At 6'7", Cuban-born Razor Ramon towers over some of his opponents. He's notorious for performing a special move he calls The Razor's Edge, a brutal backdrop that he uses when grappling. It can be the "finishing" touch.

Mr. Perfect is wasting his energy grappling with Razor.

Razor quickly lifts Mr. Perfect in preparation for the drop.

SHAWN MICHAELS

HEIGHT:
6'0"
WEIGHT:
234 lbs.
SPECIAL MOVE:
Back Suplex

A one-time winner of the intercontinental Championship, Shawn Michaels considers himself to be the sexiest man alive. Who would argue with him? Only the rest of the World Wrestling Federation ranks. His special move shows off his fine physique.

To perform his special move, Shawn first stuns his opponent.

From behind, he quickly lifts and flips the stunned Tatanka.

OUT OF BOUNDS

When you take the action out of the ring in the Tag-team Mode, it can quickly become a free-for-all. The two teammates who have been waiting their turns can now enter the fray.

Bret Hart drops from the turnbuckle and Tatanka joins up.

Here comes Ric Flair with the chair! Undaunted, Bret Hart threatens to pull him apart.

While teammate Tatanka continues to punish Yokozuna, Bret Hart makes good on his promise!

TRIPLE TAG TEAM

The Triple Tag-Team Mode is much like regular tag-team wrestling. You won't actually see the third teammate until one of the two men you do see tags out. The third man then rotates in.

Mr. Perfect lands a Flying Drop Kick on Ric. He'll tag out.

While Ric rests, Razor checks in to fight Mr. Perfect.

The fight leaves the ring, and The Narcissist joins Razor ringside only to take a Perfect Big Splash.

Savage and Mr. Perfect celebrate their victory over the unconscious Ric Flair.

RIC FLAIR

HEIGHT:
5'11"
WEIGHT:
239 lbs.
SPECIAL MOVE:
Figure-Four Leglock

"Nature Boy" Ric Flair is a two-time champ. He's not as big as many of the other wrestlers in the federation, so he relies on brains. Flair is a ring strategist, considered by many to be the craftiest man in the sport.

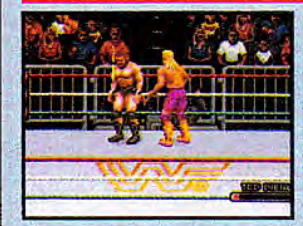
For the Figure-Four Leglock, Flair first decks his opponent.

Then he drops quickly to apply the painful leglock.

CRUSH

HEIGHT:
6'8"
WEIGHT:
315 lbs.
SPECIAL MOVE:
Cranium Crunch

One of the biggest wrestlers, Crush prefers brute strength to brainpower. In fact, his idea of using your head is to crush it between his bare hands. His trademark special move, the Cranium Crunch, is dreaded by opponents.



Crush sets up for the Cranium Crunch by stunning Dibiase.

Next, he stands behind tired Ted and crushes his head.

THE ROYAL RUMBLE

Simply put, the Royal Rumble is the ultimate test of skill and brute strength. All 12 wrestlers take part, with six in the ring at one time, and it's every man for himself. There are no rules. No holds are barred. The wrestler who stands alone in the end is the Royal Rumble Champ, and he is truly worthy of the title "King of the Ring."

NOT YOUR REGULATION MATCH

It starts with two men going head-to-head, just like any other match, but the action heats up quickly. Other men are added at regular intervals until six are in the ring. The remaining wrestlers enter as men are eliminated. When all 12 have joined the fray, the match continues until a single wrestler remains.

In tonight's Rumble, Macho Man Randy Savage takes on all comers. He starts with a one-on-one match up.

In your face, Flair! Savage serves up a Dropkick for Ric.

Savage goes for the Elbow Drop as Mr. Perfect enters the ring. Things get interesting as the ring fills.

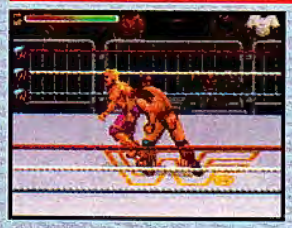
Ric Flair drops in to see what all the excitement's about. That makes six in the ring at once.

Savage rebounds off the ropes to land a Flying Dropkick.

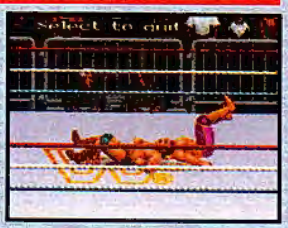
TATANKA

HEIGHT: 5'11"
WEIGHT: 255 lbs.
SPECIAL MOVE: Reverse Fall-away Slam

A proud Native American, Tatanka usually performs a victory dance around opponents when he defeats them. To perform his famous Reverse Fall-away Slam, he throws opponents into the ropes then slams them when they run back at him.



Tatanka hurls Crush at the ropes to set up his special move.

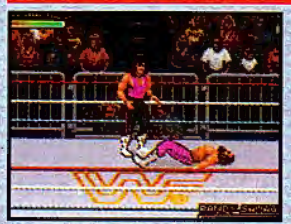


Crush is crushed when Tatanka delivers his notorious slam.

BRET HART

HEIGHT: 6'0"
WEIGHT: 234 lbs.
SPECIAL MOVE: Sharpshooter

Canadian Bret "Hit Man" Hart has the titles to back up his bragging. He has been World Wrestling Federation Champ, Intercontinental Champ, and Tag-Team title-holder. He demonstrates his Sharpshooter move with ease.



Bret Hart flattens Randy Savage to perform the Sharpshooter.

He quickly drops to the canvas to reef on Savage's legs.

DOUBLE TROUBLE

You can opt to play a two-player Royal Rumble with a friend, but only one will survive. If it comes down to the two of you, it'll be a brutal one-on-one to see who takes the title.

You two start alone. Will you also be the final pair?

Practicing two-player teamwork, Tatanka takes on two at a time while Bret Hart grapples with Mr. Perfect.

The winner and reigning King of the Ring: Tatanka!

NO REST FOR THESE WRESTLERS

Try to wear down your opponents, one-by-one. When they tire out, you can throw them from the ring to eliminate them. If you try to pitch a wrestler out when his energy level is too high, he'll just bounce off the ropes back into the ring. Try to conserve your strength, and be sure to watch your back. Double-teaming is a popular strategy for Royal Rumblers.

The Narcissist tries to throw Bret Hart from the ring, but he's too strong to be eliminated—he bounces right back.

The Narcissist cleans house as he battles his way to the Royal Rumble Championship.

THE UNDERTAKER

HEIGHT:
6'10½"
WEIGHT:
328 lbs.
SPECIAL MOVE:
Tombstone Piledriver

A former Champ, The Undertaker resides in Death Valley, California. He's an agile mover who is obsessed with death. His special move, the Tombstone Piledriver, is designed to make his opponents rest in peace.

When he's grappling, The Undertaker can turn the tables . . .

. . . and piledrive Yokozuna head first into the canvas.

MR. PERFECT

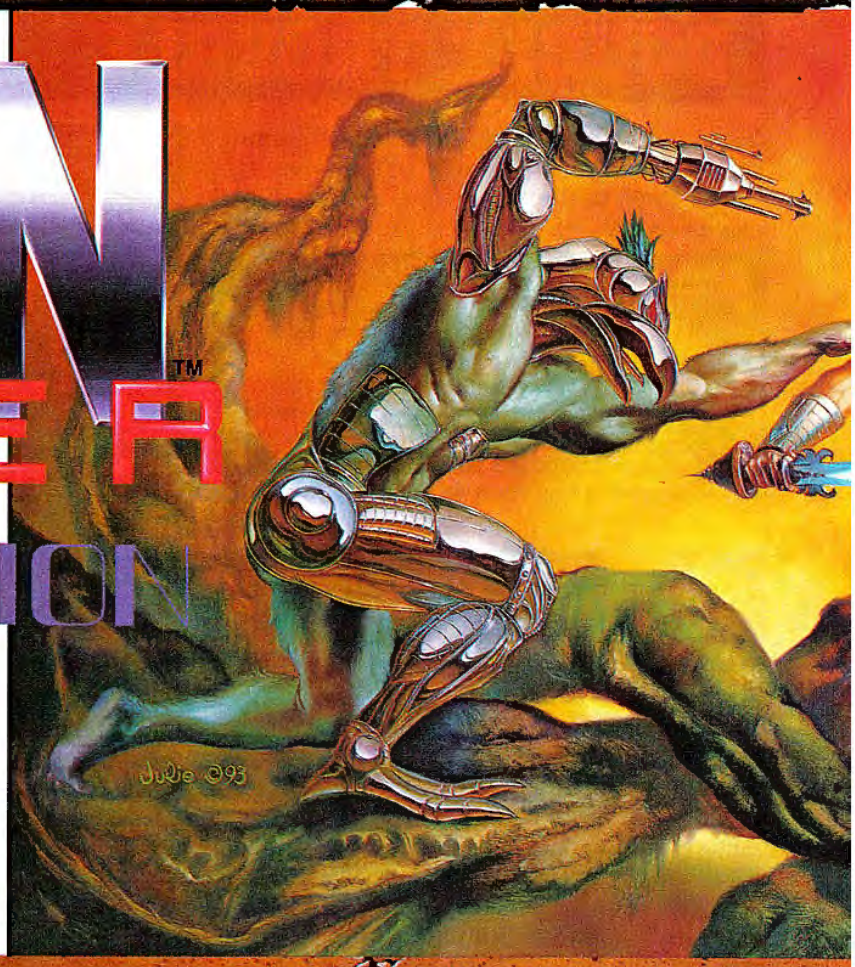
HEIGHT:
6'4"
WEIGHT:
257 lbs.
SPECIAL MOVE:
Perfect-plex

"Nobody's perfect" are fighting words to this headliner, and the combination of arrogance and power have proven successful for him. Mr. Perfect's favorite move is the Perfect-plex, which he claims always works.

Mr. Perfect is wearing the Narcissist down by grappling.

He can quickly drop to pull a Perfect-plex to win the match.

RUN SABER™



THE MISSION

The Saber Project was masterminded by Atlus Software. Its goal of wiping out parasites is in jeopardy. Kurtz, the prototype Run Saber, has experienced a serious malfunction. The parasites that he was made to destroy now have control of him. The newest Run Sabers, Allen and Sheena, must stop him!

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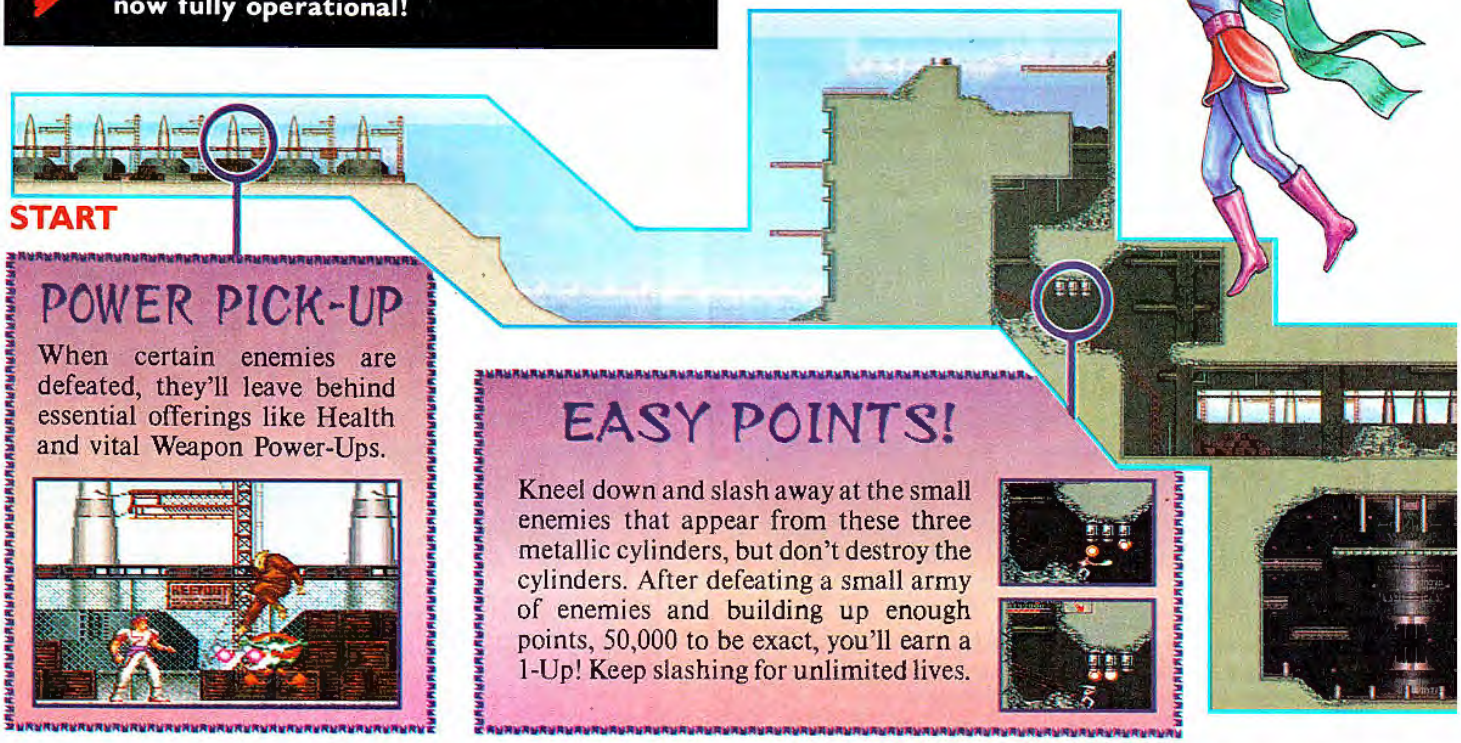
STAGE 1

The Taj Base in North America is your Run Saber's first destination. You'll find out that the once defunct command center is now fully operational!

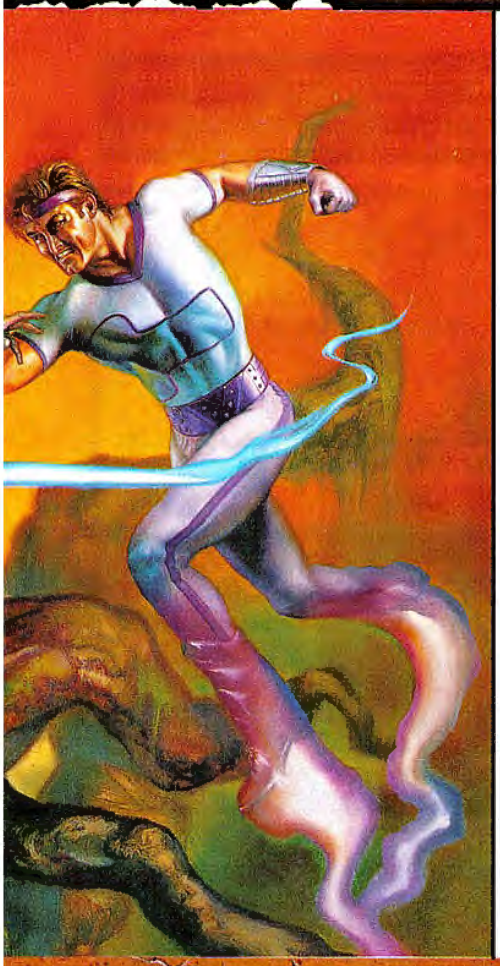


POWER PICK-UP

When certain enemies are defeated, they'll leave behind essential offerings like Health and vital Weapon Power-Ups.

EASY POINTS!

Kneel down and slash away at the small enemies that appear from these three metallic cylinders, but don't destroy the cylinders. After defeating a small army of enemies and building up enough points, 50,000 to be exact, you'll earn a 1-Up! Keep slashing for unlimited lives.

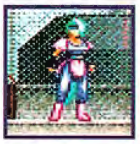


CODE NAME: RUN SABER

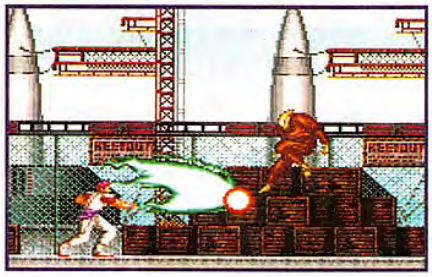
ALLEN

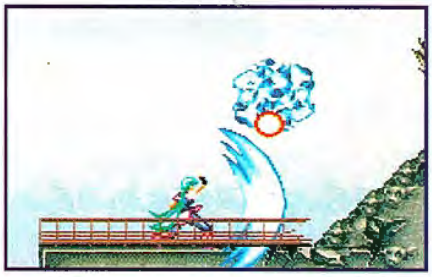
This Run Saber cyborg was developed specifically for combat. Allen's weapon is the Thunder Saber. It has an internal plasma generator that creates a slashing burst that will obliterate most minor enemies on contact. Alone, Kurtz is stronger than Allen, but the Thunder Saber evens the match.

SHEENA



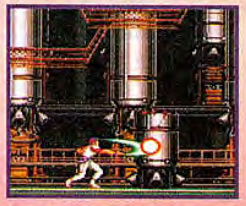
Sheena has the same abilities as Allen. However, her weapon is a bit different. The Ice Saber she wields uses an absolute zero chill to freeze enemies. Once an enemy is frozen, it will automatically disintegrate because its molecular composition will have been radically disrupted.

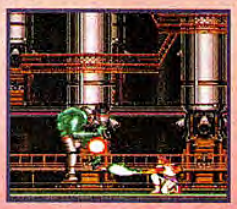




CYLINDER MUTANT

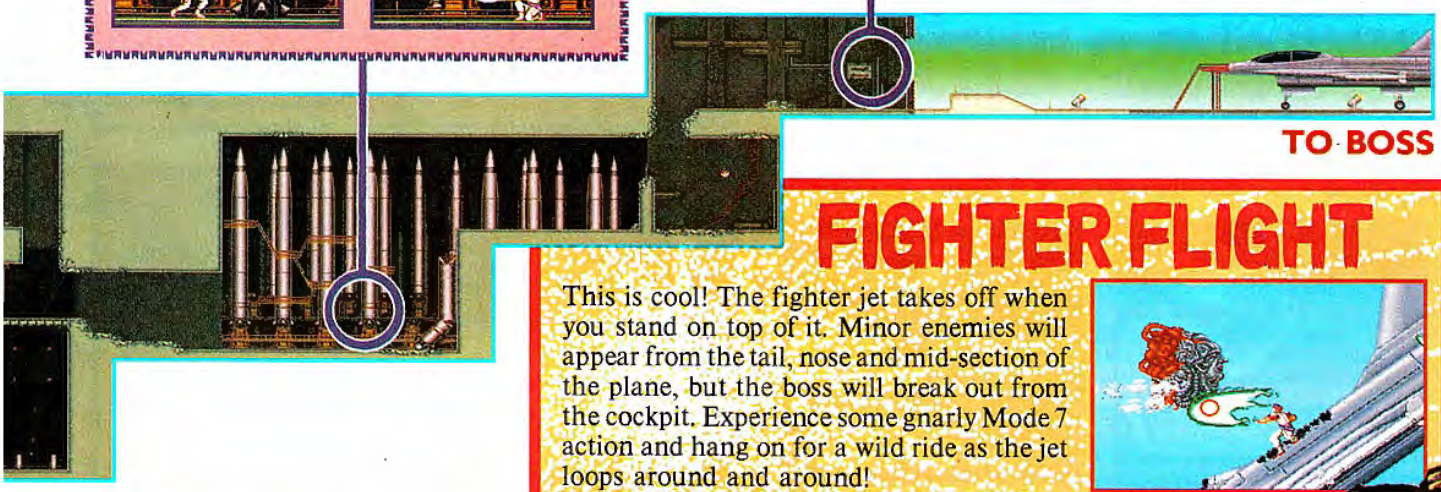
This cyborg beast won't reveal its true self until you thrash on it for a while. Use a duck and slash attack technique until the green mutant expires.





WALL OPPRESSOR

Your quest will come to an end if you can't defeat this living wall. Stand a few body lengths away from the wall and jump up to take a swipe at the Wall Boss when it exudes from the wall. If your energy level is high, move next to the wall and quickly slash away. You'll soon emerge victorious and will be able to continue onward.



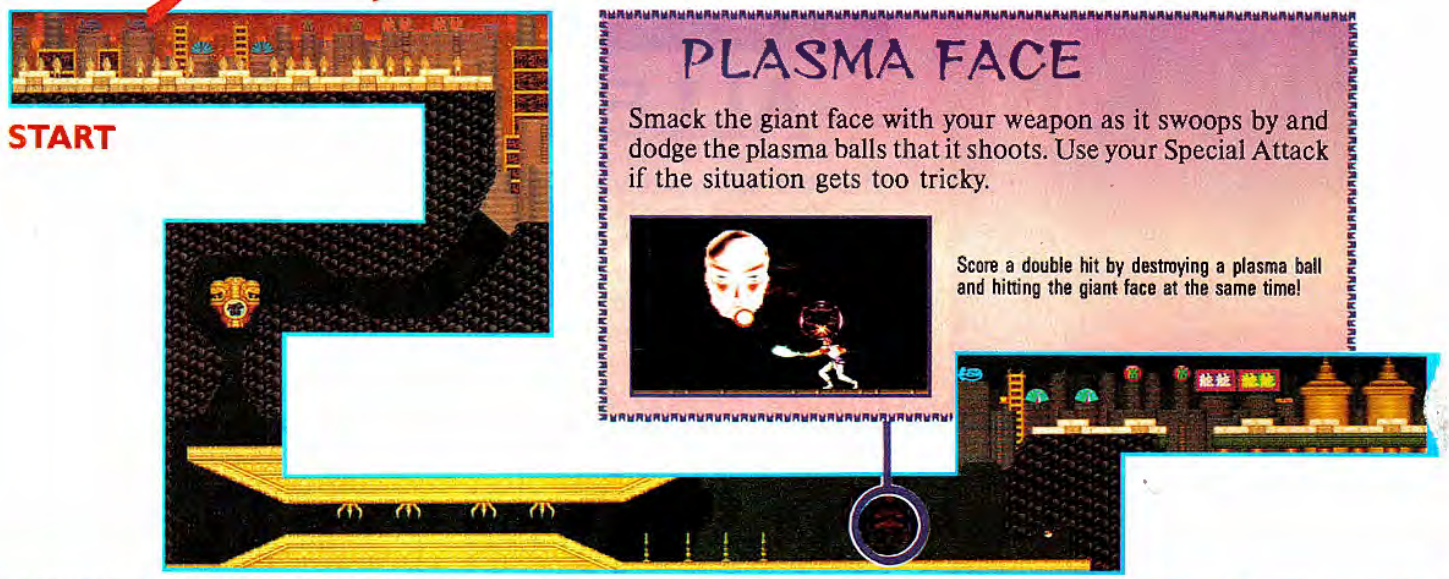
TO BOSS

FIGHTER FLIGHT

This is cool! The fighter jet takes off when you stand on top of it. Minor enemies will appear from the tail, nose and mid-section of the plane, but the boss will break out from the cockpit. Experience some gnarly Mode 7 action and hang on for a wild ride as the jet loops around and around!

STAGE 2

Stage 2 is the first area where using a sliding technique will come in handy. Press the L or R Button to slide in the appropriate direction. A powerful slide can destroy an enemy, too!



PLASMA FACE

Smack the giant face with your weapon as it swoops by and dodge the plasma balls that it shoots. Use your Special Attack if the situation gets too tricky.

Score a double hit by destroying a plasma ball and hitting the giant face at the same time!

ROCK MONSTER

Jump up and swat at this rocky beast several times. You'll need to avoid the rocks it shoots out at you, though.

The sight of the showdown. Get ready to rock!

TO BOSS

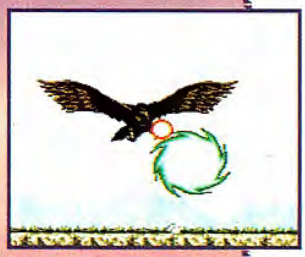
FROM A

STAGE 3

Stage 3 takes you to the open wilderness. Too bad you won't have much time to enjoy the scenery! Unpredictable Killer Bees and other truly lecherous beasts will appear before your eyes to constantly harass you.

HAWK OF DOOM

This big bird must think that you're going to mess with its nest. It will attack you by using a fairly predictable pattern. You should be able to side-step it as it swoops down at you.

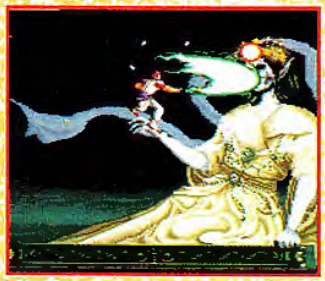


ME TARZAN?

Pretend you're the King of the Jungle as you swing from vine to vine. You'll automatically grab onto a vine if you come in contact with it. A fall will definitely hurt you because the spikes below are sharp!

WICKED WITCH

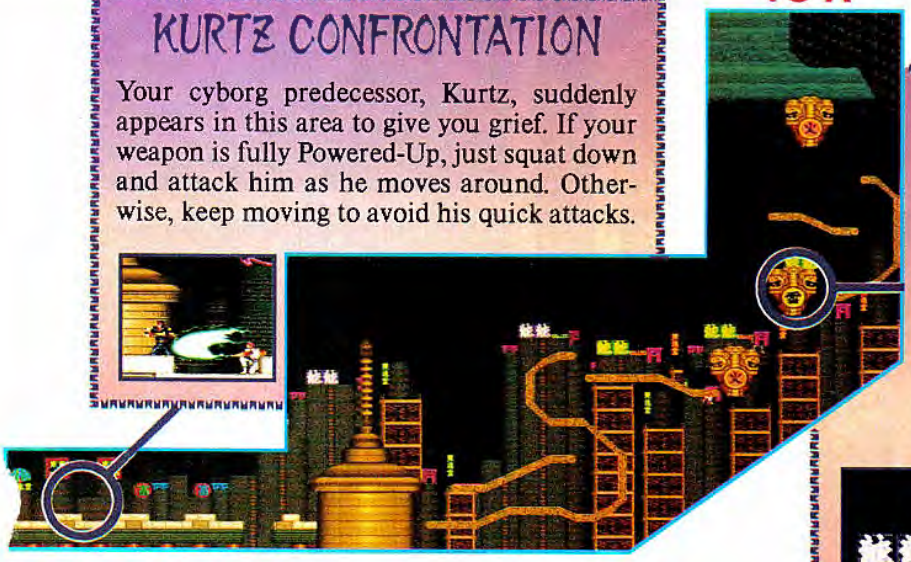
This boss has to take the prize for looking the coolest, but being the easiest to defeat. Just jump up and stand on the hand while you flail away at its face.



TO A

KURTZ CONFRONTATION

Your cyborg predecessor, Kurtz, suddenly appears in this area to give you grief. If your weapon is fully Powered-Up, just squat down and attack him as he moves around. Otherwise, keep moving to avoid his quick attacks.



FIRE 'N LIGHTNING

When you jump up to one of these fire or lightning-emitting statues, you'll automatically grab it and will be able to scale it without a problem. Since getting fried by fire and lightning doesn't sound appealing, stand in or cling to one of the four safe spots as shown in the photos and wait for a break in the bursts.

AREA 1

START

JUMP DOWN WITH POWER

Press Down when you jump down. You'll be able to take out enemies with your feet.

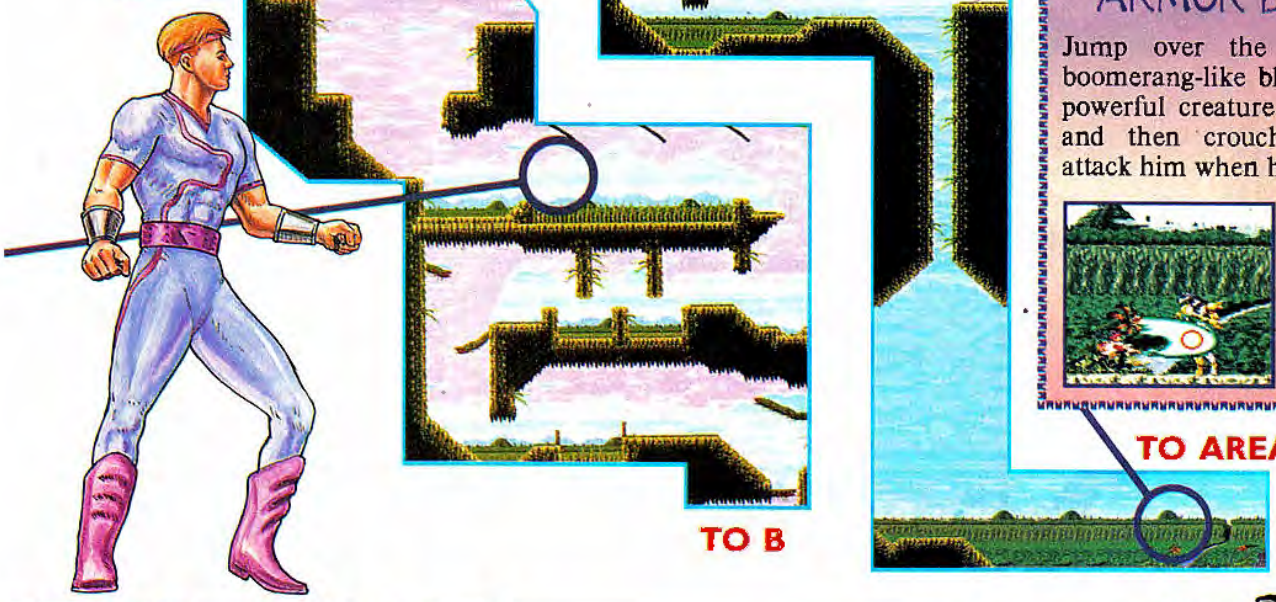
FROM B

LONG NECKS

These elongated beasts will shoot fireballs at you, but just move in and swing away!

ARMOR BEAST

Jump over the fast-moving, boomerang-like blasts that this powerful creature hurls at you and then crouch down and attack him when he draws near.

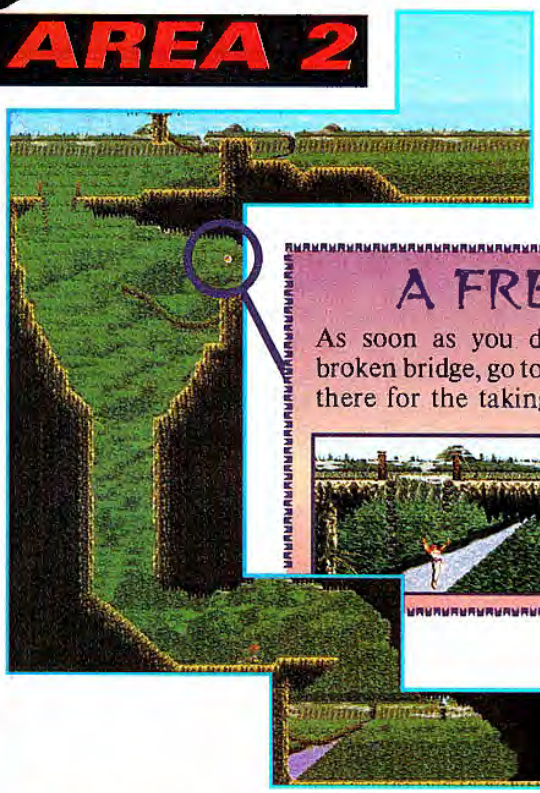


TO AREA 2

TO B

AREA 2

START



A FREE 1-UP

As soon as you drop down through the broken bridge, go to the right. A 1-Up will be there for the taking.

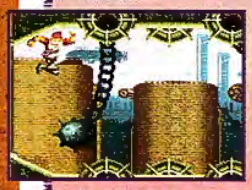
TO BOSS

STAGE 4

Mutant creatures abound in Gray Fac, an ancient mining facility.

OVER OR UNDER

Pass the swinging maces by jumping over them or using your slide technique to go under them.



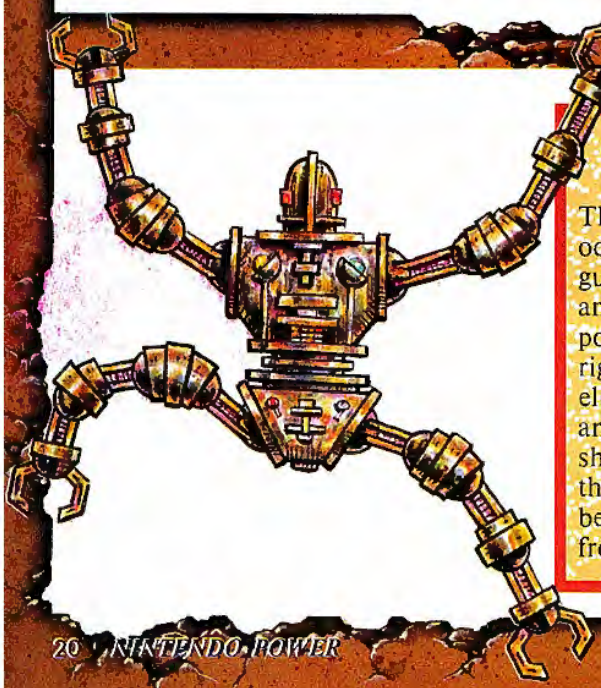
START

FIRE COLUMNS

While clinging to the ceiling and moving to the right, wait for the vertical blasts of fire to subside before moving on. They can be a bit unpredictable.

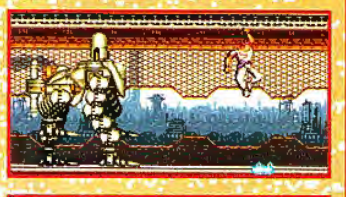
SKELTOR THE DRAGON

Skeltor once roamed the surface of the Earth, but now, it has been extinct for ages. Unfortunately, a mutant parasite has brought the fossilized fire-breather back to life! Stand in the middle of the screen and crouch down when it exhales a blast of fire. Immediately after the fire subsides, jump up and attack its head.



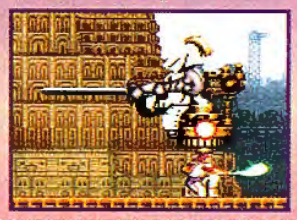
SOTHERN JAMBALAYA

This mechanical creature is just about as odd as its name! As you may have already guessed, a mutant parasite has taken over and is controlling the Underground Transport Robot. Your first task is to move to the right while avoiding the robot and the blue electric blasts it shoots out along the floor and ceiling. Attacking it in the horizontal shaft will prove to be futile. When you reach the vertical shaft, jump up and grab onto the beams while attacking Sothern Jambalaya from either side.



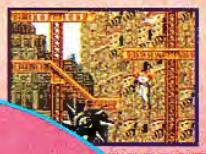
FLYING KNIGHT

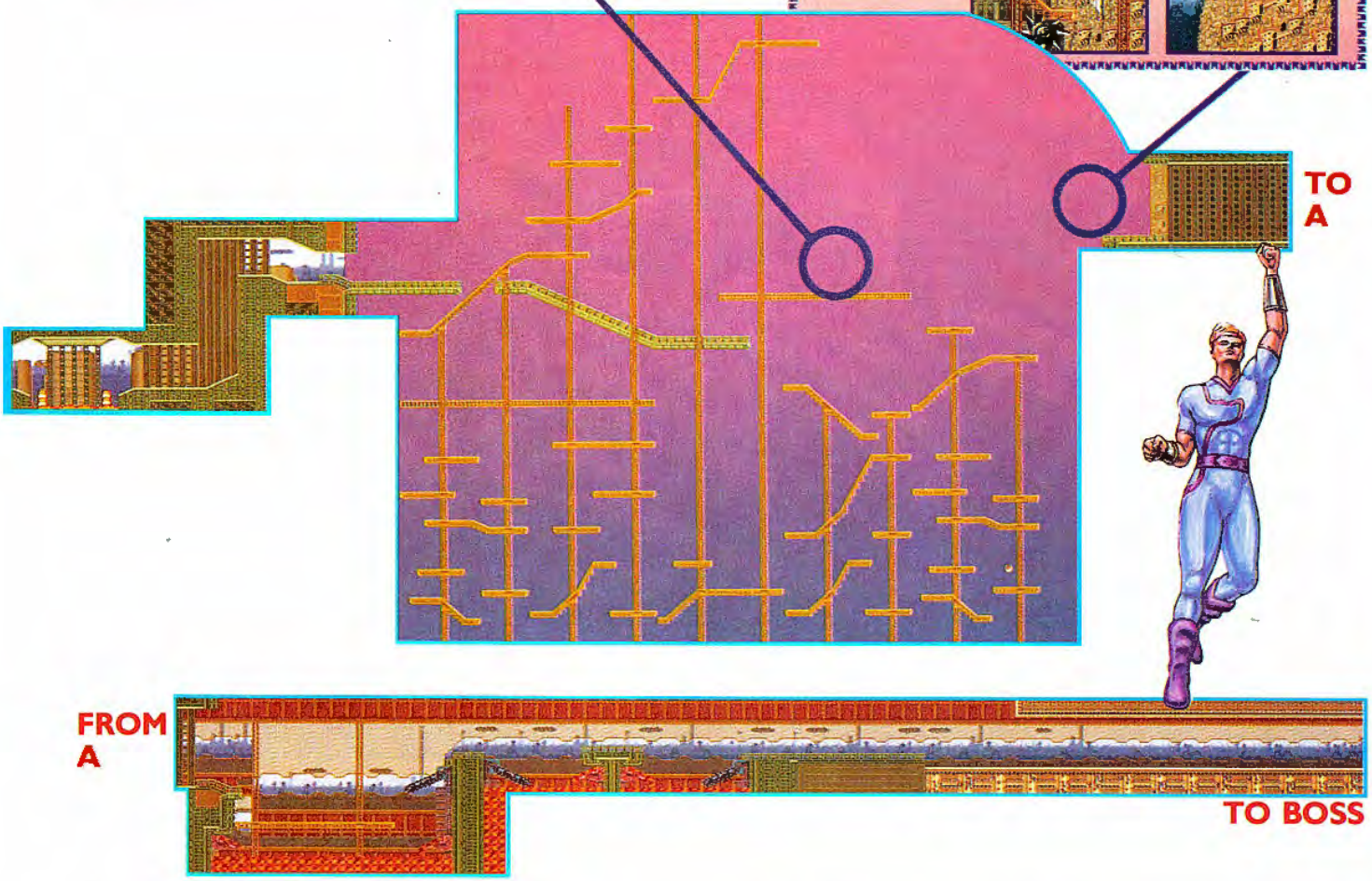
This armored warrior doesn't move fast, but it has a long sword. That's the part to avoid! Duck under it and slash it from all angles.



GET OUTTA THERE!

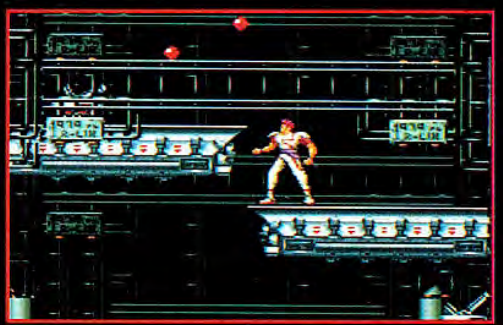
You'll have to work your way over, down and around the area until you end up at the top of the area. Scale the upper right wall to reach the exit to this vast area.





AT THE END ALREADY!?

Run Saber's major downfall is that it is not a lengthy game, but it is fun to play and has a lot of interesting characters and creatures. The last Stage, Bruford, is much more difficult than the first four Stages. Don't hesitate to hit the Special Attack Weapon Button. Using it will save your hide and will allow you to get out of many difficult scrapes. Using the Special Attack Weapon at least once on the major bosses is a good idea and a good strategy.

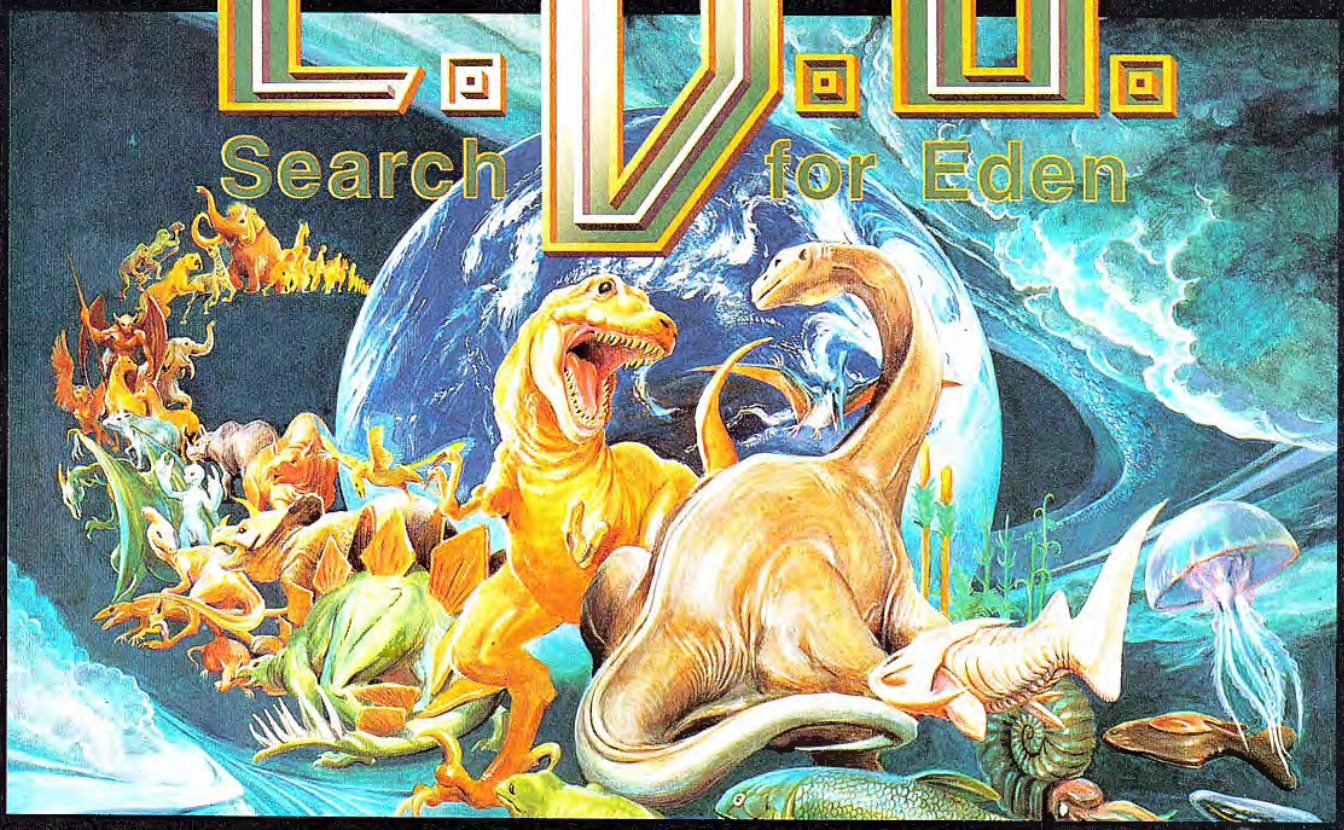


What awaits Allen at the top of this elevator shaft? Play it to find out.

E.V.O. Search for Eden

TM

© 1993 Enix/Almanic

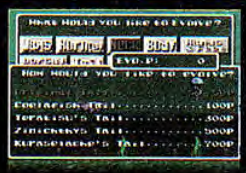


Man has always aspired to make a better mouse-trap, but now, with E.V.O. Search for Eden from Enix, you can make a better mouse! It's an evolutionary idea that's only natural.

THE QUESTING BEAST

Like the Questing Beast of Arthurian tales—part lion, part serpent and part stag—your life-forms in E.V.O. may seem strange. But if these new creatures are well-suited to survival, you will pass through the five geological periods on your journey to the promised Eden. By eating lesser creatures, you'll accumulate Evolution Points (EPs), which can be cashed in to buy better body parts. Get nose jobs, leg jobs, fin jobs, jaw jobs and more! At the end of each geological period a boss beast awaits. You must defeat him to be able to move on to the next period and eventually reach Eden. Those are the basics. The real fun comes from creating weird critters and seeing if they have what it takes to survive. You can save your evolutionary progress as well as favorite creations in this one-player, battery-backed memory Pak.

EVOLUTION=PROGRESS



Buy new body parts to create stronger, faster, bigger, hungrier creatures that will be better able to survive in their geological periods.

Experiment with combinations of parts to determine what is best. The most expensive parts are usually, but not always, superior.

EVOLUTION MANAGEMENT

No single strategy is the right or only answer. Players who are quick with the Controller may succeed with relatively weak creatures while other players will want to max out all their body parts. Expensive parts generally do a better job, but always consult your Capabilities Screen to see which attributes have increased or decreased. Since you are a predator, increasing your offensive capabilities like jaws and horns and legs (for speed) is your first priority.

THE BASICS OF EVOLUTION

You must eat to evolve. Eat everything. Plants help restore lost Hit Points (HPs) while animals restore HPs and add EPs. Check your Evolution Screen to see what body parts are available to you in your current geological period. As you move from stage to stage, the foes become more difficult to eat. Many will try to eat you! Evolve offensive capabilities quickly, then beef up your defenses.

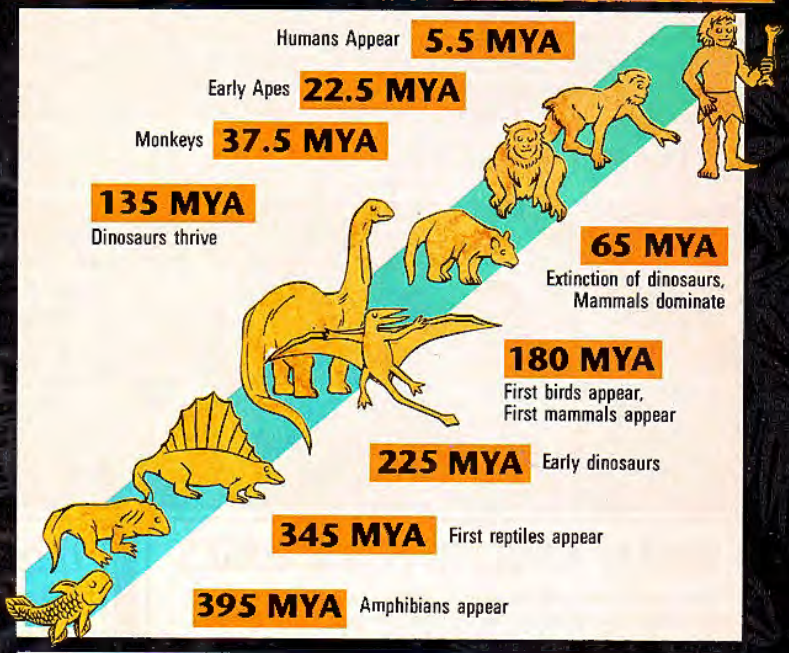
RED CRYSTALS

By eating the Red Crystal, your creature will evolve into a special form for a limited period. The new form will be one you couldn't normally achieve using the Evolution Screen, and it will be particularly strong or well suited for its stage, allowing you to gobble up EPs.

THE FOSSIL RECORD

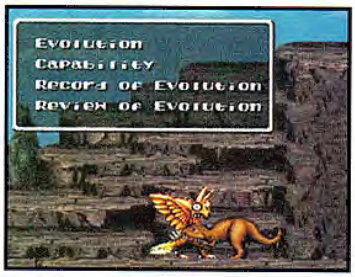
Save up to three games in progress and up to 50 creatures that you evolve. You can name creatures, compare their strengths and weaknesses, and even bring them back for a short time later in the game by using the Green Crystal.

Geological Time in Millions of Years Ago (MYA)



BOSS BAIT

Most non-boss enemies can be defeated using simple strategies. The bosses, however, require you to study their special moves and counter them. Every boss has its own special attack, and they tend to be very quick. Check out the moves when you first enter the boss stage, then plan your attack carefully.



BEING HUMAN

In the fourth geological period, you can evolve into a human form, from which you cannot change into other creatures. But why would anyone want to be a weak, puny, hairless ape when they could have magnificent hooves, horns and teeth-like railroad spikes?

STAGES OF EVOLUTION

Each stage of E.V.O. is based (although rather loosely) on a geological period in the Earth's history. You begin in the Devonian period, the age of fish, and move on to the Carboniferous period when amphibians and early reptiles roamed the swampy lands. Next is the Jurassic period when dinosaurs ruled, followed by the relatively recent Ice Age dominated by mammals. Your evolutionary options will be limited to the dominant life forms of the period.

CHAPTER 1 THE WORLD BEFORE LAND — 500-450 MYA

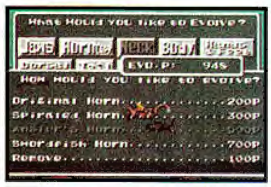
The ancient seas were dominated by fish, but other life forms like jellyfish, anemones and sea urchins also thrived. As a fish, you are limited to an aquatic existence during this stage. You can evolve new fins, jaws, tails, horns, body size and a few other characteristics. Begin with stronger jaws, then upgrade your tail for swiftness. Later, you can add body size and scaly armor.

When you evolve a new limb, horn, elbow or whatever, be sure to compare your new strengths to what you had.

A feature that looks like it will increase your attack, like a swordfish horn, may reduce some other attribute.

HINT 1: ANGLING FOR ENEMIES

The Angler's Horn acts as a lure to enemies. Since the enemies will attack head-on, you'll always have your jaws in position to chomp them. The horn itself inflicts little damage.



HINT 2: WHEN THE SHARK BITES

The Kuraselache, better known as a shark, waits for you at the end of this chapter. His speedy attack will inflict high damage if you let him hit you. Using your Angler's Horn, you can lure the shark into the rocks, and let him bash himself into defeat.

CHAPTER 2 EARLY LAND CREATURES — 450-200 MYA

Amphibians and insects dominated this early colonization of the land. You'll have to deal with specialty tails and legs for the first time. As you progress toward the final Boss Bee, use your EPs for Fierce Jaws, Dual Horns and the Thorny Spring Tail.

In most stages you'll start with a basic model. Since early enemies are easy to eat, you have time to evolve.

Special options include both offensive and defensive body improvements. Armor may slow down your creature.

HINT 1: JEPROL

The "Jeprol" option adds strength to your bite, making it easier to eat other creatures, collect lots of EPs and restore HPs. The other body options add nothing to your attack, making them less attractive.

HINT 2: KEEPING THE BEES

Don't let the first bee get a chance to sting you. Jump and bite repeatedly and it will never get in a strike. The Queen bee buzzes at you from an angle. By dodging and jumping, you can avoid the stingers she fires at you. Attack when she drops to the ground.

CHAPTER 3 AGE OF DINOSAURS 200-65 MYA

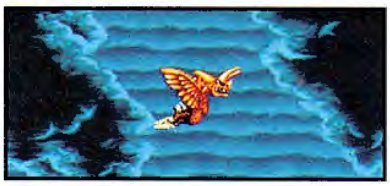
The terrible lizards or dinosaurs ruled the Earth for 150 million years. They evolved into forms that swam, ran and flew. Your dinosaur will be a runner, a walker or a flyer, depending on the body parts you choose. This chapter allows for some of the coolest of all creatures in the game. You might want to save a file just for Chapter 3.

Good taste isn't everything. This reptile would be hard to digest, but it can chomp down on anything!

Perhaps you are getting tired of a terrestrial existence. Let your imagination take wing with bird bodies.

HINT 1: FLYING FOSSILS

Go to Mt. Brave and jump off to become a winged Ptenodon. Fly to the mystic cloud where you'll find the Red Crystal. If you pass through the cloud, you can reach an area of space with asteroids. Pass through the three stages and you'll find an alien!



HINT 2: THE TYRANT

The passing of the dinosaurs remains shrouded in mystery. Why did they become extinct 65 million years ago? When you reach the final stage in Chapter 3, you can join the T-Rexes or remain their enemy. If you join them, you must defeat ten of them, then you'll see a glimpse of your doomed future.

CHAPTER 4 ICE AGE 5,000,000—10,000 Years Ago

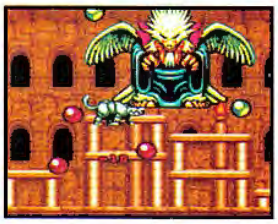
Periods of advancing glaciation have cooled the Earth's middle latitudes over the past few million years. Unique mammalian forms have been shaped by and adapted to survive the cruel conditions, human beings included. The body shapes available will be more familiar. A giant Yeti blocks your progress to the final chapter.

Some of the oddest critters may appear when you begin evolving mammals. How about a cat with ram's horns?

In E.V.O., nothing is too weird. Here's your chance to make a combination unicorn rabbit moose! Majestic!

HINT 1: BIRD BASH

Use the warp machine to reach a special area called the Fortress of the Birds. Inside the Fortress is the room of the Bird King where you'll find a giant eagle. You'll have to jump and dodge to reach the King and attack it. If you succeed, you can move on to the final area.

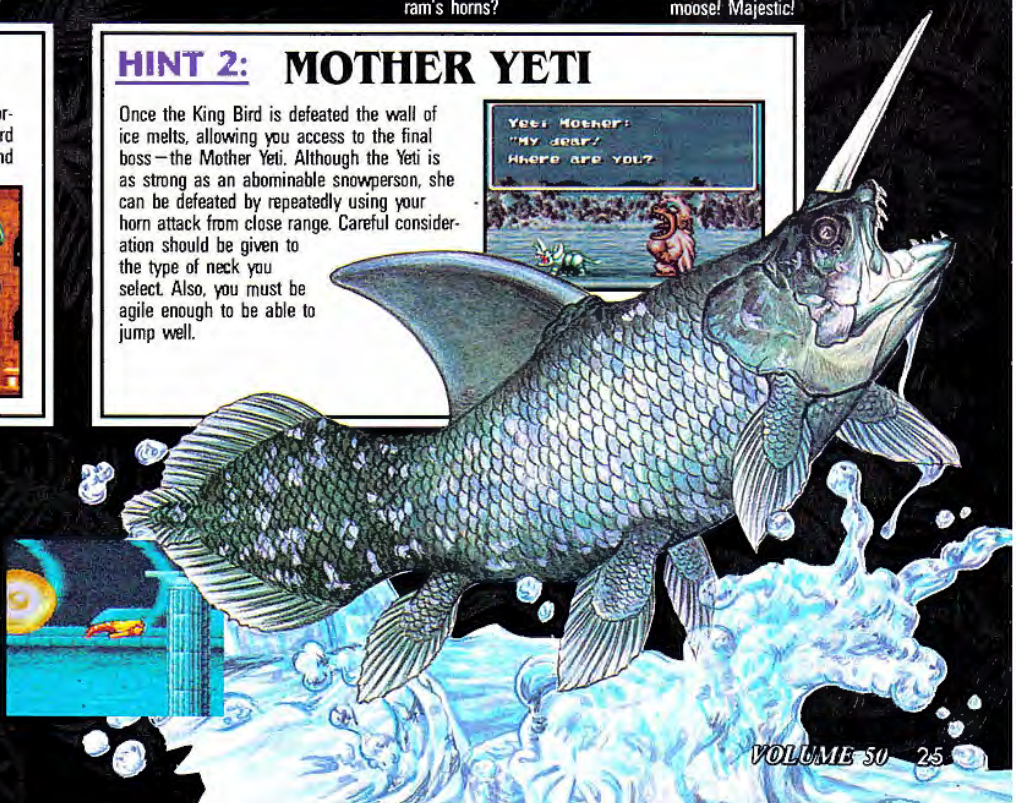


HINT 2: MOTHER YETI

Once the King Bird is defeated the wall of ice melts, allowing you access to the final boss—the Mother Yeti. Although the Yeti is as strong as an abominable snowperson, she can be defeated by repeatedly using your horn attack from close range. Careful consideration should be given to the type of neck you select. Also, you must be agile enough to be able to jump well.

ENTERING EDEN

The final stage gives you the ability to change into human and super human forms. As you bring your quest to a close, you may well have to evolve some final new body to reach Eden.



EDUCATION + ENTERTAINMENT =

EDUTAINMENT

The idea of edutainment is that learning and game play can be combined to provide a fun learning experience. In fact, most educators think that learning should be fun. Studies have shown that learning takes place with video games that aren't even intended to be educational. Besides developing eye-hand coordination, video games help players develop reasoning skills, strategic thinking, and computer skills. Edutainment software goes a step further. These games actually teach facts and concepts or quiz players on their knowledge. Strategy simulations model the real world and allow players to learn through experimentation. Other programs provide the tools to express your own creativity. The most critical element, however, is fun.

Learning:

- Mario Is Missing
- Miracle Keyboard

Fact Recall:

- Where In the World Is Carmen Sandiego?
- Where In Time Is Carmen Sandiego?
- Jeopardy

Strategy simulation, creativity:

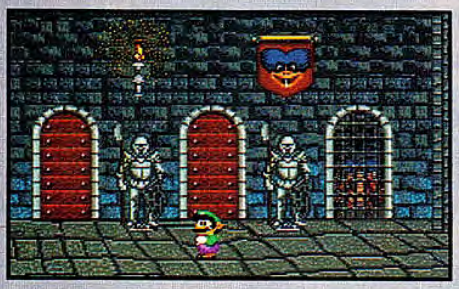
- SimCity
- SimEarth
- Aerobiz
- Mario Paint

MARIO IS MISSING!™

Mindscape's Mario Is Missing uses Nintendo's favorite characters in a new setting—a game where listening to characters is more important than saving the Mushroom Kingdom. The basic idea is that Mario has been kidnapped by Koopa and Luigi must find him. The rest of the Koopa Klan has been on a crime spree around the world. Luigi must find the artifacts and piece together clues to solve the crimes. Besides learning about world culture, you'll learn how to navigate around a map and use various resources like the computer.

MORE THAN THE FACTS

Mario Is Missing has excellent graphics depicting many famous statues, buildings and art from around the world. Most of the game is exploring. Whatever you do, don't confuse this with an action game like Super Mario World. The action is extremely limited.



The challenge is in finding facts, not in the stomping of koopas.

People around the world are happy to tell you about their cities.

TM & © 1993 Nintendo © 1993 The Software Toolworks

LEARNING AIDS

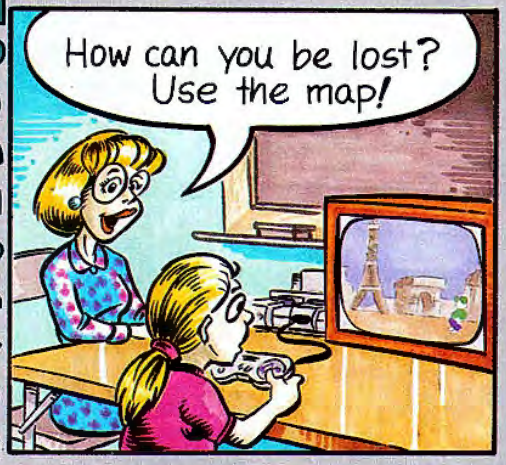
Luigi has his hands full searching through dozens of cities around the world, so he can't be expected to remember everything he hears. Luckily, he has a computer to help him keep all the facts straight plus maps and a photo album to remind him of where he's been.

COMPUTER

The Computer stores the clues that Luigi hears. To restore an artifact to its rightful place, you must answer questions based on these clues.

GLOBULATOR

The Globulator is a map of the world. Use it to move from one city to another. At the beginning of the game, Luigi and Yoshi are in different areas, but they can join forces.



CITY MAP

The City Map shows the street layout of the city where Luigi finds himself. You can also see where you are by bringing up an inset screen of the city map that shows your immediate vicinity.

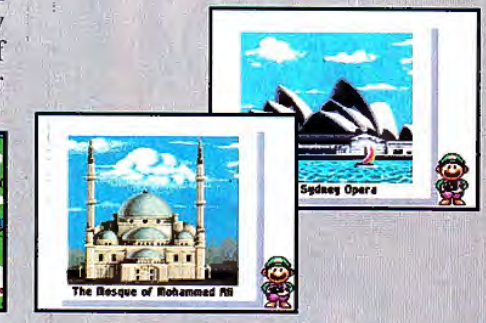
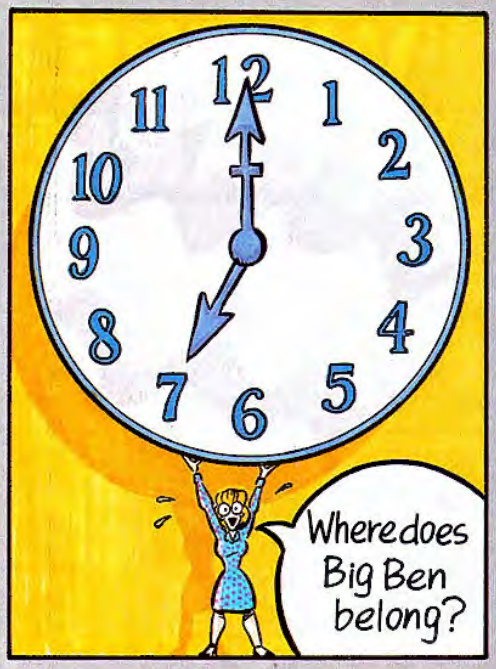


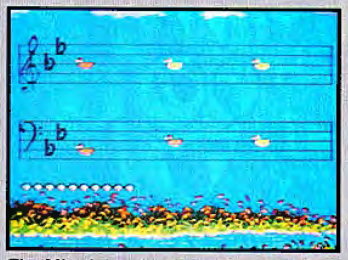
PHOTO ALBUM

Once you restore an artifact to its proper place, you'll receive a snap shot of Luigi with that artifact. The photos are fun, but they're also a reminder of what the game is all about—learning about world culture!



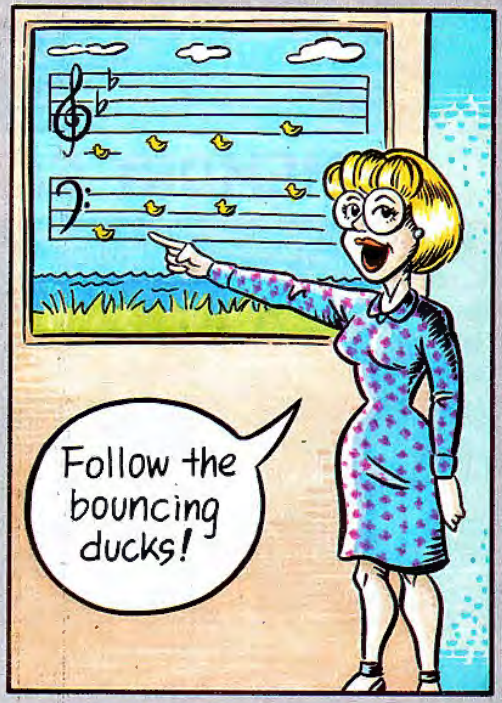
THE MIRACLE PIANO TEACHING SYSTEM

One of the most remarkable edutainment products available is the Miracle Piano Teaching System from The Software Toolworks. The Miracle System comes in versions for the Super NES and NES and includes a real MIDI keyboard synthesizer (with speakers) and a teaching Game Pak. The miracle is that this system customizes learning for players so they can learn at their own pace. The interactive software uses a number of game concepts to teach the basics of music and piano playing techniques. The Miracle System is less entertainment than education, at least at first. But soon you'll be entertaining everyone who hears you play.



The Miracle combines game concepts with teaching strategies to make learning to play the piano fun and engaging.

© 1992 The Software Toolworks



WHERE IN THE WORLD IS CARMEN SANDIEGO?®

Carmen Sandiego's gang is back at it again, stealing the great treasures of the world! Your job is to track them across the globe, piecing together clues that will identify both the culprit and his or her location. Success depends on your knowledge of geography, but the learning that takes place is really a matter of following a logical series of events.

ACME Comlink
*** FLASH ***
National treasure stolen from Rome.
The treasure has been identified as Caesar's crown.
Female suspect reported at the scene of the crime.

LAPTOP INVESTIGATIONS

Your ACME Comlink computer is your ace in the hole. This powerful little PC connects you to the Interpol data base on Carmen's gang plus information from around the world. You can plan your travel and study suspects' dossiers.

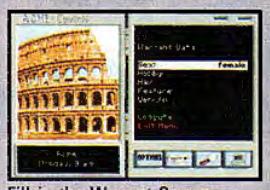
DOSSIER FILES

The dossiers on Carmen's gang make for interesting reading. Each suspect has hobbies and physical features that will lead you to him or her. Three positive traits are all you need to ID a suspect.

Dossiers give you the facts.

WARRANTS

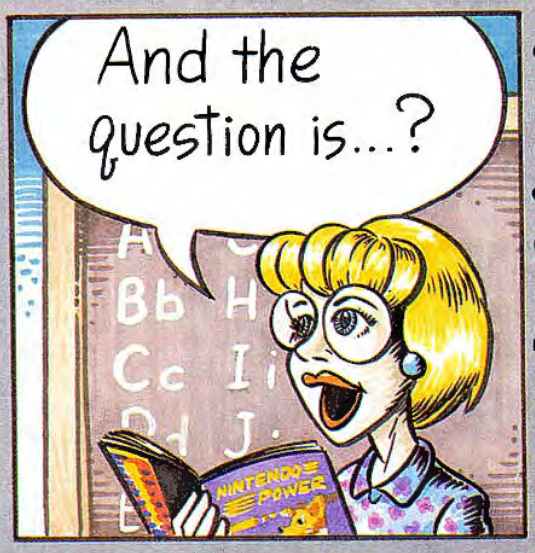
Three witnesses in every city have clues about the V.I.L.E. henchperson. Enter these in the Warrant Screen. Once you have three or more pieces of evidence, a Warrant is issued and you can arrest the thief.



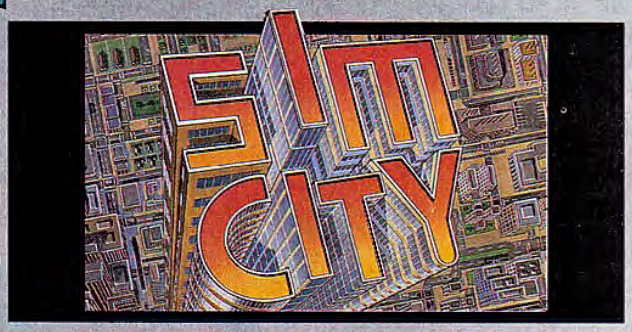
Fill in the Warrant Screen whenever you uncover vital evidence about the thief.

MEMORY GAMES

Television game shows like Wheel of Fortune and Jeopardy test a player's knowledge of trivia. The video game versions of these games work the same way. Since spelling isn't being tested, Gametek, which makes both of the games mentioned above, makes an allowance for alternate spellings for most answers.

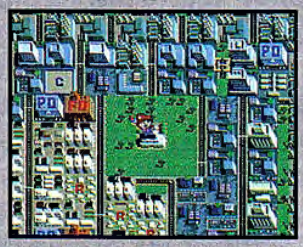


© 1993 Hi Tech Expressions



In SimCity, you'll learn how the many systems that make up a city work together or against each other. The learning that takes place is strategic. Foresight and planning is required to succeed. Experimentation helps players learn the rules underlying the model that runs the city. Creativity also plays a major role in this game. Even more important, SimCity is a ton of fun!

BOWSER ATTACK!
The King of the Koopas has invaded our city! While looking for Mario and Luigi, Bowser is destroying everything in sight! Contain the fires he has set and repair the damage before he decides to return for a second stroll through downtown.



TM & © 1989 Maxis Software © 1991 Nintendo

SimEarth goes beyond SimCity in depth and complexity. You are now in charge of an entire planet, from the moment of its fiery birth until civilizations arise. Creativity, experimentation, planning and patience will be rewarded with flourishing ecosystems. In addition to learning how biological and geological systems interact, players will learn facts about the evolution of life on Earth. The importance of balancing forces is explained through the Gaia theory. This game is almost a college education in itself, and it may take as long to master as it does to earn a degree.

© 1990/1992 Maxis & Will Wright
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© 1992 Nintendo

Mario Paint provides the tools to create animated or static images and music. Although Mario Paint can't be considered a game, it is both educational and entertaining. It also teaches computer skills such as using icon menus and mouse controllers. Studies have shown that people who grow up using computers have an advantage in today's world over those who aren't computer-literate. In the past, reading and writing were the basic skills you needed. Now you have to be able to use computers, as well.

© 1993 Koei

The development team at Koei never intended their strategy simulation, Aerobiz, to be an edutainment product. They did such a good job at modeling the airline industry, however, that the game becomes a learning experience as much as a game. Not only that, but due to the depth of Aerobiz you'll also learn about marketing, forecasting, budgeting and other business skills. If you can't afford an MBA, try playing Aerobiz. Some of the real airlines might do well to play this game. Koei's other RPG games also include elements of edutainment. Most are based on historical events. In effect, you are placed in a position of power at a critical time and asked to rewrite history. What better way to learn about history than to take part in it?

BUBSY™

In: CLAWS ENCOUNTERS of the FURRED KIND™

"What could possibly go wrong?"

The answer to Bubsy's innocent question is: "Plenty!" The 16 hazardous and bewildering stages that await Bubsy would be enough to put most video game heroes off, but not this cat. Outwardly, he may appear to be shaken at times, but deep down, he's a cool character. It's been said that a cat will always land an its feet. That shouldn't be a problem for Accolade's Bubsy. He's got some honkin' paws.

© 1992 Accolade, Inc.

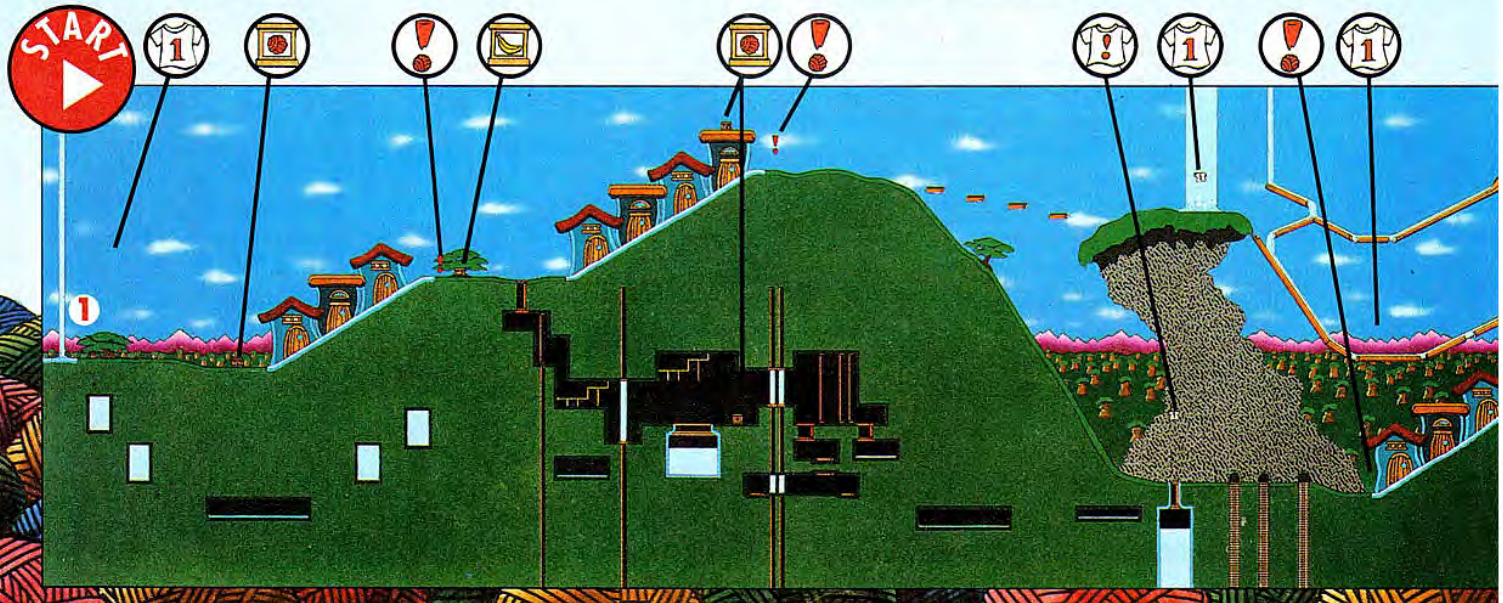
CHAPTER 1

CHEESE WHEELS OF DOOM

The most important thing for you to do in Chapter 1, besides survive and reach the Goal, is to acclimate yourself to the game's play control. It may take a little time to get used to Bubsy's speed and agility, but it's something you will quickly adapt to.

1 BOUNCY BRANCHES

BOING!!! These small trees are like rocket launching pads. One end of each tree will serve as a springboard when Bubsy jumps on it. Use the trees to get up to higher platforms. Using the super leaps that the trees give you provides an excellent way to go "searching" for Yarn Balls and other valuable Power-Up Items.



ACTION TIPS

GLIDE 'N STOMP

Whether jumping from a stand-still or on-the-go, Bubsy can glide down slowly if you press the Glide Button. In the Option Menu, you can change the Button configuration on the Control Pad, so we'll just use the terms "Pounce Button" and "Glide Button."

FLYING FUR

There are three great uses for the Glide Button. You can leap great distances by running, jumping and then holding it. Secondly, you can fall as far as you like and not get hurt, and you can also control where you'll land to a greater degree.

YARN BALLS, SHIRTS AND OTHER VALUABLES

	An Exclamation Point saves your forward progress.		Double Bubsy's Shirt pleasure with a 2-Up!		Yarn Crates net Bubsy 25 Yarn Balls and 500 points.		Get a power bounce by pouncing off of a TNT Crate.
	The Circular Arrows award Bubsy with Continues.		Temporary invincibility is what these give Bubsy.		Cracking open a Banana Crate will slip Bubsy up.	B	These doors take you to Yarn Ball-filled Bonus Stages.
	Not just dirty laundry. This Shirt scores Bubsy a 1-Up.		The Woolies won't see Bubsy if he wears one of these.		Opening a Tack Crate will be deadly for Bubsy.		The Wool-gas-matron awards Bubsy at least 1000 points.

2 TUNNELING

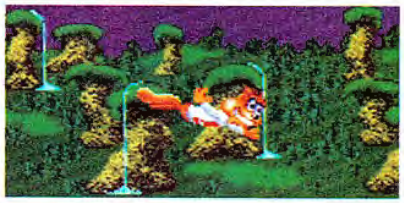
Bubsy can make quick work of the area he needs to cover in order to reach the Goal by heading into the Tunnels. They're sort of like warp tunnels.

KEEP IT UP, BUBS

CHAPTER 2

FORBIDDEN PLUMMET

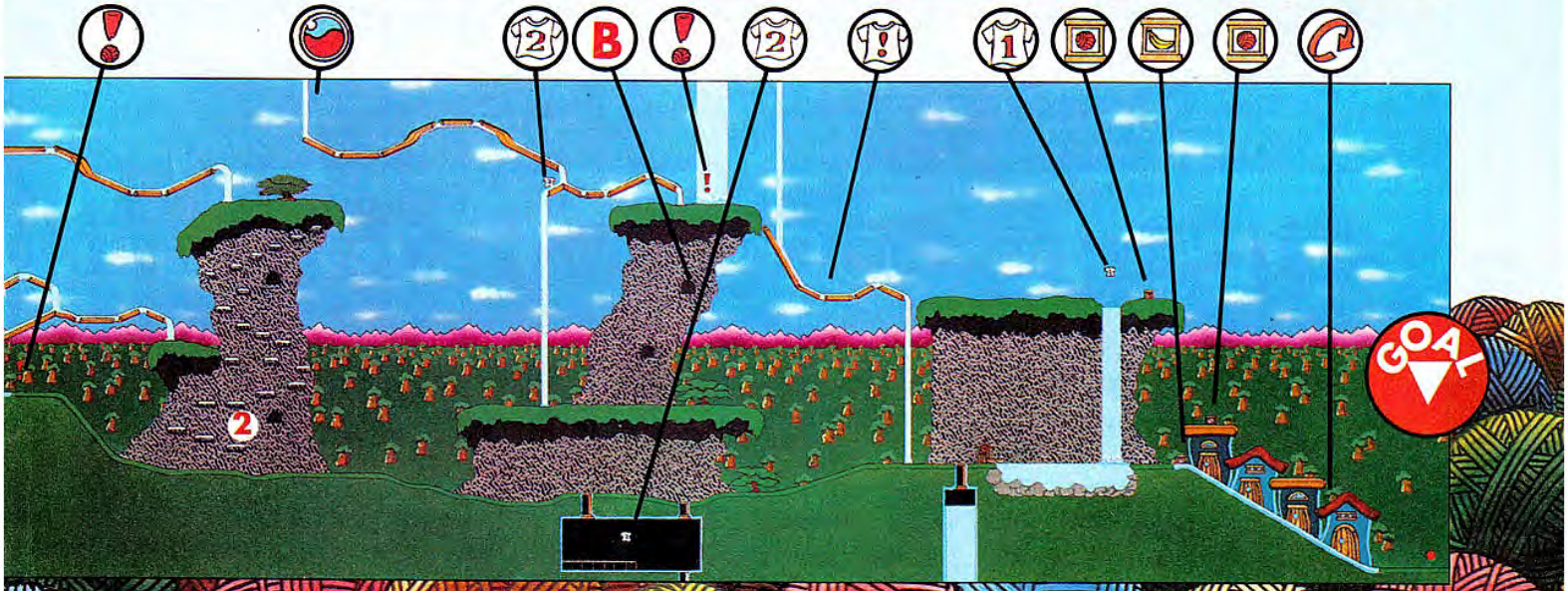
Chapter 2 is much like Chapter 1. They have many of the same enemies and obstacles, but Chapter 2 is more difficult and requires more jumping.



CHAPTER 3

A BRIDGE TOO FUR

"Stay out of the water!" Cats don't like getting wet. Bubsy's no different. If Bubsy does happen to get wet, he won't feel like continuing.



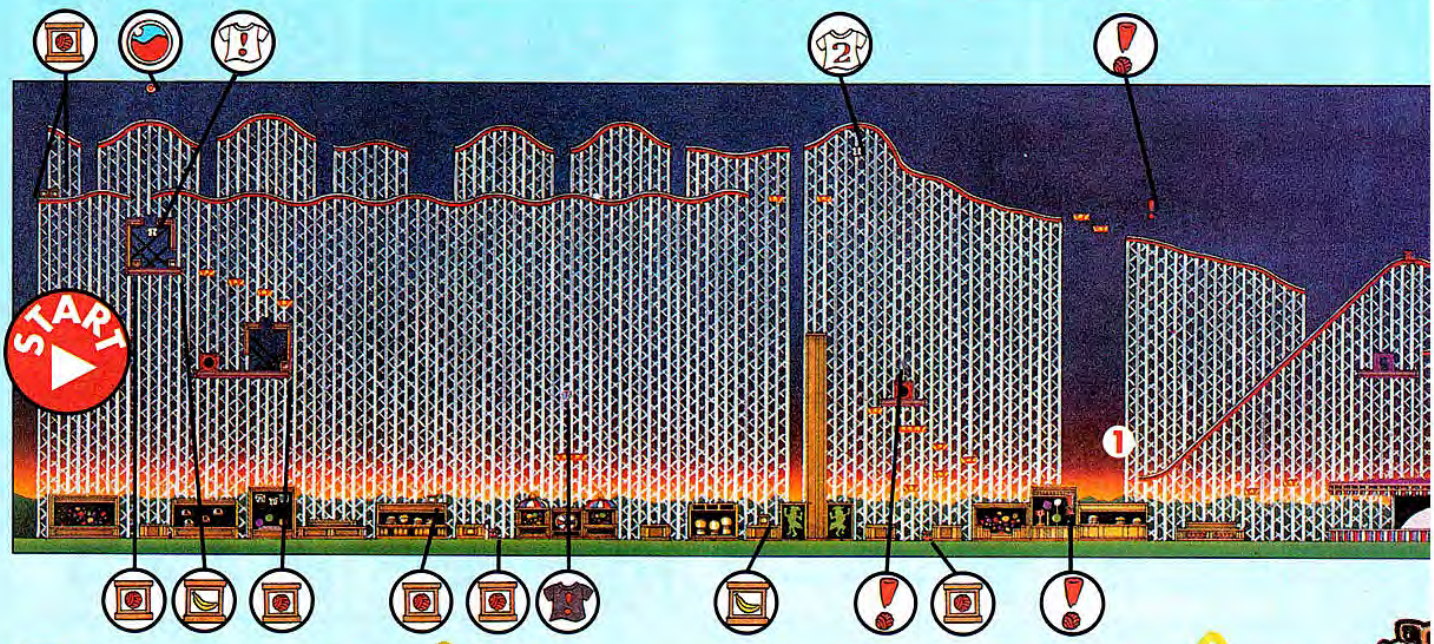
CHAPTER 4

FAIR CONDITIONING

Bubsy arrives at the fair! Herds of wild Woolies and wild rides on dangerous Roller Coasters and Rocket Cars are the highlights of Chapter 4. Make good use of the green Strongmen. Jump into the area between them. Bubsy will gain altitude like never before!

1 RIDE A ROLLER COASTER

Bubsy will automatically strap himself into one of the Roller Coaster seats if he lands on one. It'll then be set into motion. While screaming along the tracks, push Up to make Bubsy collect the Yarn Balls that line the tracks. By pressing Down, you can make Bubsy cover his eyes if you feel the urge to do so.



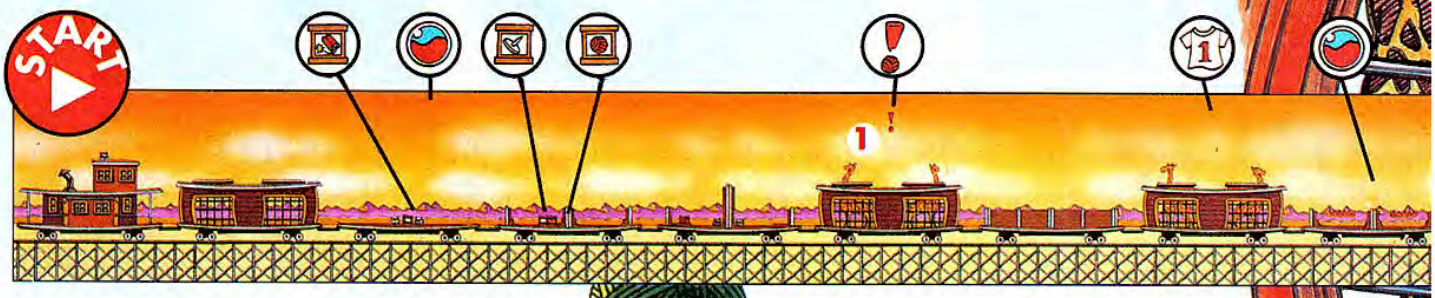
CHAPTER 7

THE GOOD, THE BAD AND THE WOOLIES

All aboard! Ol' Number 9 is leaving the station and Bubsy is aboard. So are a mess of Woolies! Make your way to the engine and hit the switch to stop the train. The second part of the stage takes Bubsy into the cactus-filled canyon below. Beware of everything here.

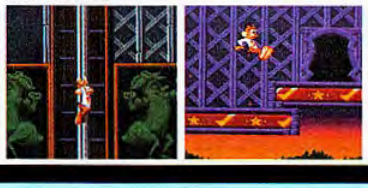
1 FRIENDLY GIRAFFES

What self-conscious giraffe would be caught dead without a pair of shades? Not these cool characters! They'll help Bubsy out by supplying him with an extra boost when he springs off of their heads. Prizes await above.



2 UP AND AWAY

To make it to the uppermost platform and to the Bonus Stage door, jump into the gap between the two Green Strongmen. Bubsy will take off like a rocket.

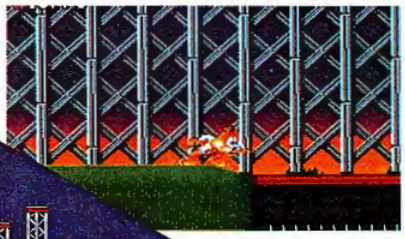


MORE RECREATION

CHAPTER 5

NIGHT OF THE BOBCAT

Bubsy gets more of the same harsh treatment that he got in Chapter 4 in Chapter 5. Don't sprint before you look around.



CHAPTER 6

OUR FURLESS LEADER

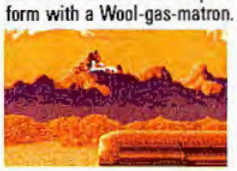
If he doesn't watch his step, Bubsy can lose his hide. Hold the Glide Button if he falls from a track.

2 BEWARE: CACTUS

Bubsy does not want to come in contact with any green, prickly, desert vegetation. Jump up and over while holding the Glide Button to make sure you clear it.

3 BACK TRACK

On the upper ledge in this area, run back and leap to the left and land on the platform with a Wool-gas-matron.



MORE TRAIN RUNS

CHAPTER 8

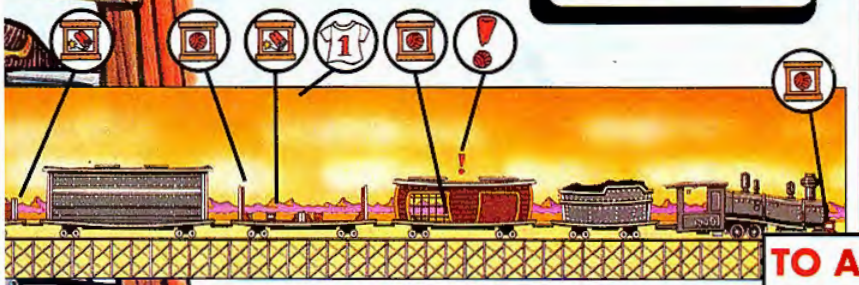
A FISTFUL OF YARN

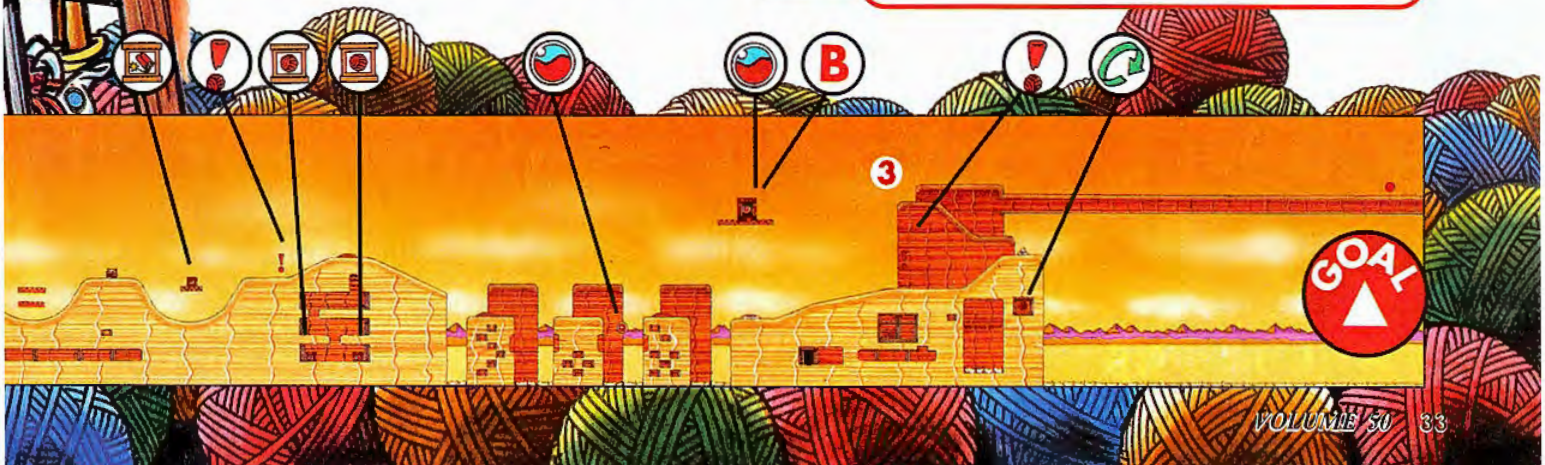
Number 9 pulls out of the station again hauling a full complement of Woolies, giraffes and various other sharp objects.

CHAPTER 9

DANCES WITH WOOLIES

Make sure Bubsy gets the Black Shirt in Chapter 9. It allows him to snag the 1-Up that resides above the Woolie and between the two Horny Toads.





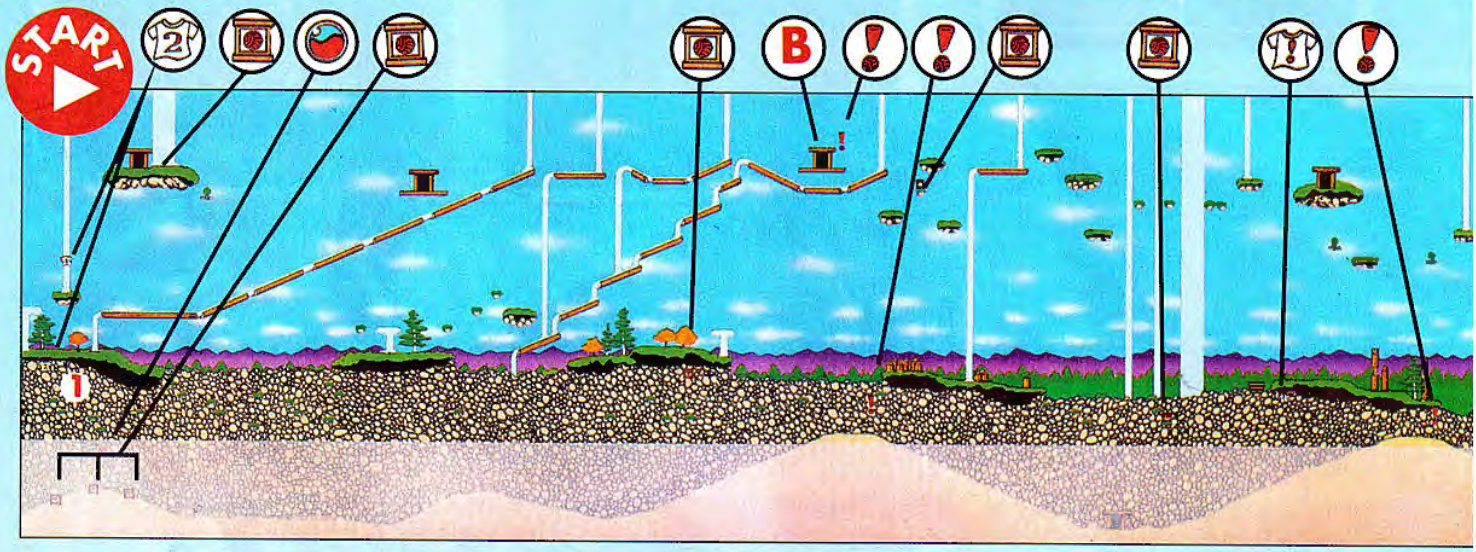
CHAPTER 10

BEAVERY CAREFUL

The Exclamation Points in Chapter 10 will be extremely helpful to Bubsy because there are many enemies and obstacles along the way that may cause him to re-think his plans of success. Pounce and Glide along the high route or brave the water on the lower.

1 SMALL STEPS

When Bubsy begins Chapter 10, he'll be able to see a 2-Up Shirt just below the ledge that he is standing on. Go to the end of the ledge and then work your way down and back to the left to score the Shirt. In order to hit the small steps with greater accuracy, make use of the Glide Button.



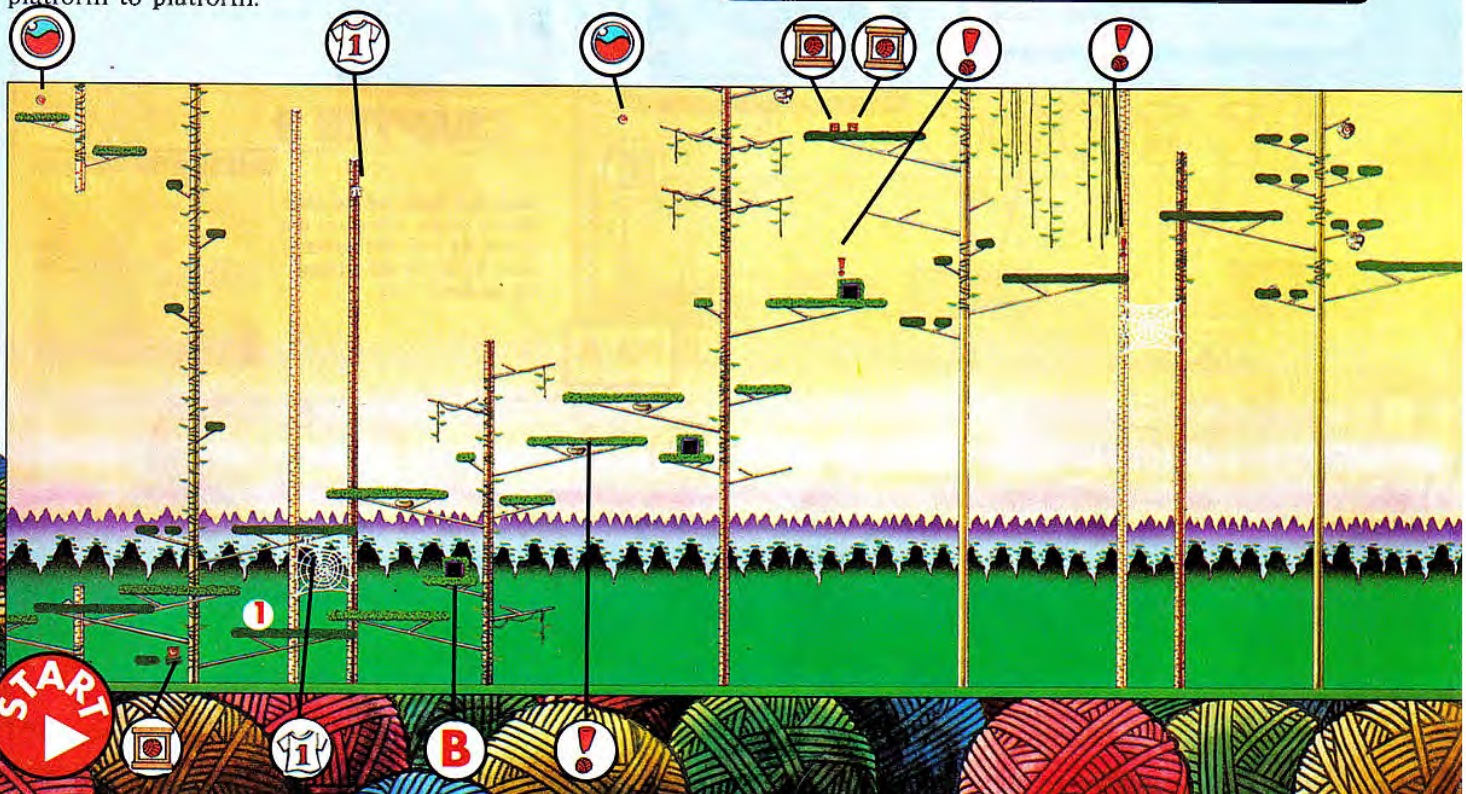
CHAPTER 13

EYE OF THE BOBCAT

Vast. Simply vast. That's the best way to describe Chapter 13. Bubsy will have to scale a lot of trees to reach the Goal here. It's a bit odd that Bubsy can't use his claws to climb the trees, he just has to leap from leaf to leaf and platform to platform.

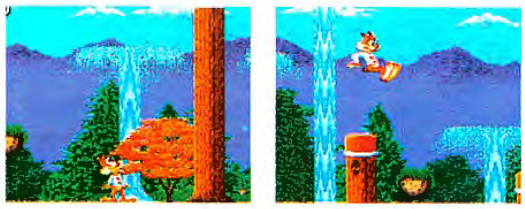
1 SPIDERS AND OTHER PESTS

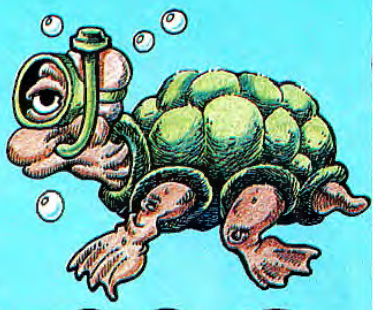
The trees are full of pests! Proceed with extreme caution in uncharted territories and be sure to make good use of the L and R Buttons to scroll the screen forward so you can get a better idea of what's coming up.

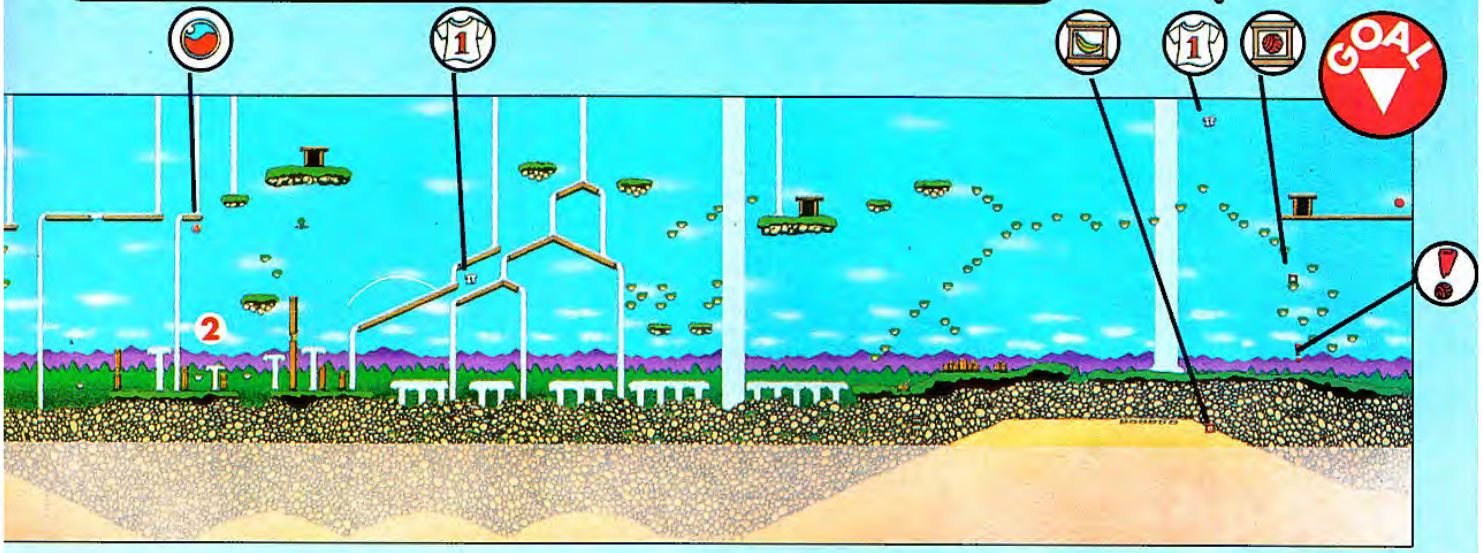


2 FLYING HIGH AGAIN

This area is very tricky. Even with generous use of the Glide Button, it's easy to miss your mark with an errant leap. A fall through one of the gaps is not high on Bubsy's priority list.

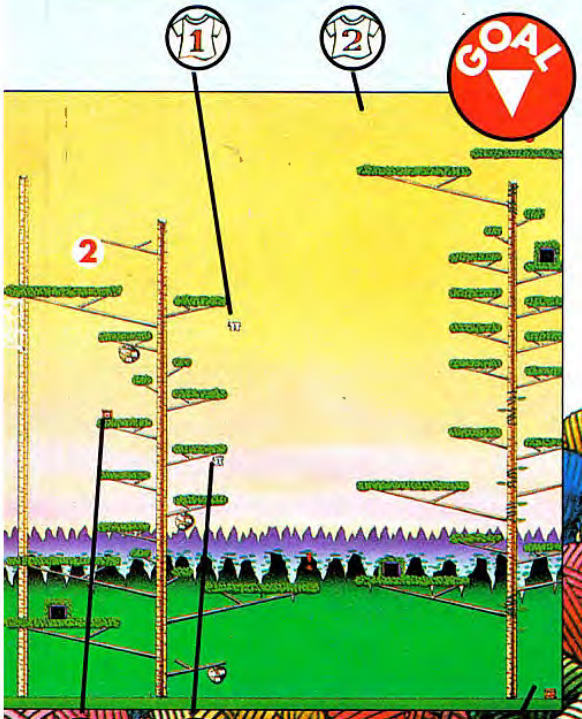






2 THE BEE'S NEST

A swarm of nasty, unpredictable Bees inhabit this area. Use a "stomp and retreat" attack pattern on them.



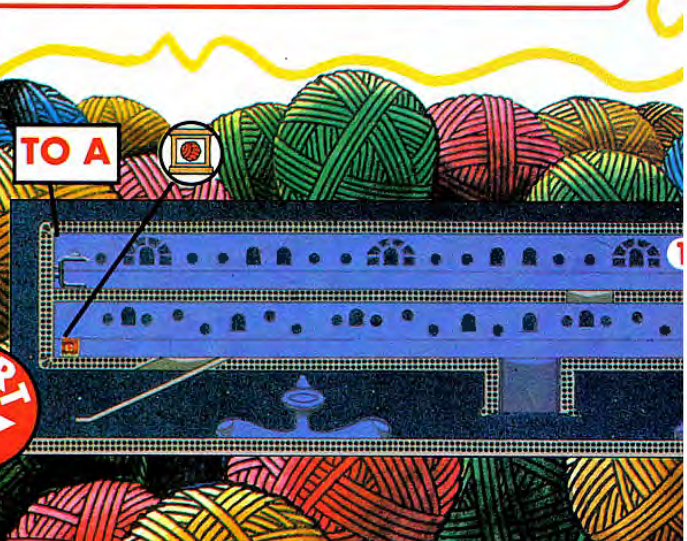
EXTREME JUNGLE FEVER

CHAPTER 14
NO TIME TO PAWS

Chapter 14 provides the same kind of backdrop as Chapter 13 did, but this time around, it's not so large.

CHAPTER 15
LETHAL WOOLIES

Lethal is right. The Woolies have stepped up efforts to stop the bobcat. Bubsy is right—somebody dial 911.



DOWN THE RIVER AGAIN

CHAPTER 11

ROCK AROUND THE CROC

Watch out! The prickly purple bushes dot the terrain. Again you'll have the chance to decide to take the high route or the low route. Either way is OK to take, but either way can lead you to doom, too!

CHAPTER 12

CLAWS FOR ALARM

Bubsy asks, "Is there a veterinarian in the audience?" He isn't joking. He knows all too well what dangers lie ahead of him. What possesses a bobcat to put himself through this kind of torture?

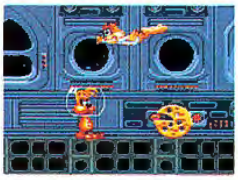
CHAPTER 16

A FAREWELL TO WOOLIES

This is it! The 16th and final stage! If you can make it straight through to this point without using the password feature—congratulate yourself. It's a difficult feat!

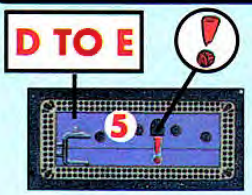
1 GOT ANY CRACKERS?

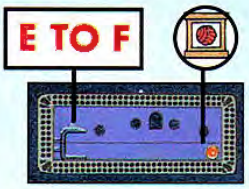
There are no crackers in the game, so you may as well just stomp the Cheese Wheels as they come rolling toward you. Be prepared to jump quickly—they come rolling in fast!

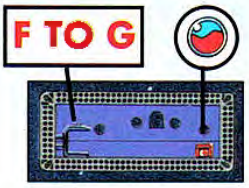


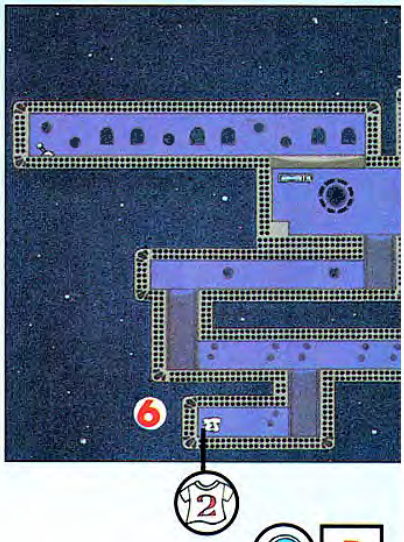
2 TIMING IS EVERYTHING!

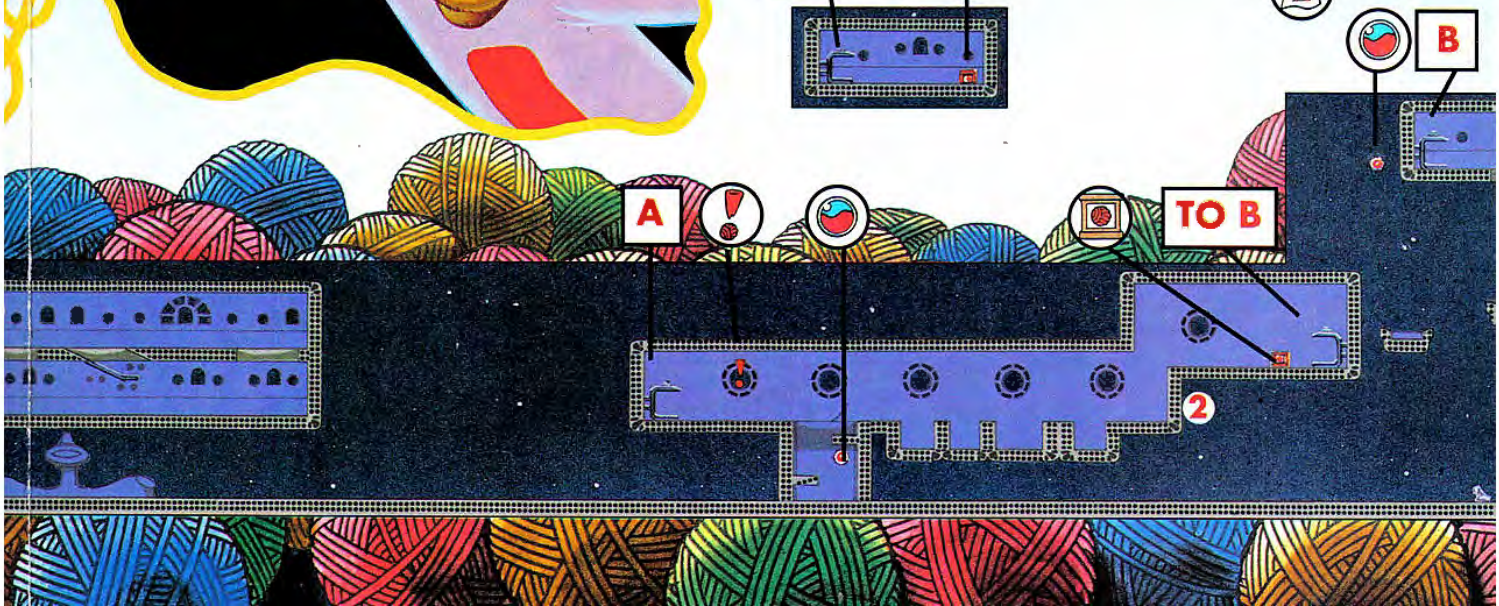
The old gaming phrase really applies here. You'll have to time your jump to avoid the Woolies' constant shots. Use the Glide technique when you land. It will help!











3 PULL THE SWITCHES

Generally, if there's a switch to be pulled . . . pull it! If you can't get to all of the Switches, try pulling the ones you can get to in different combinations.

4 LET 'ER FLY, BUBSY!

Once you've cleared the Woolies from an area, you're free to sprint and take giant running leaps in an effort to reach out-of-reach platforms.

5 GET TO ROOM D

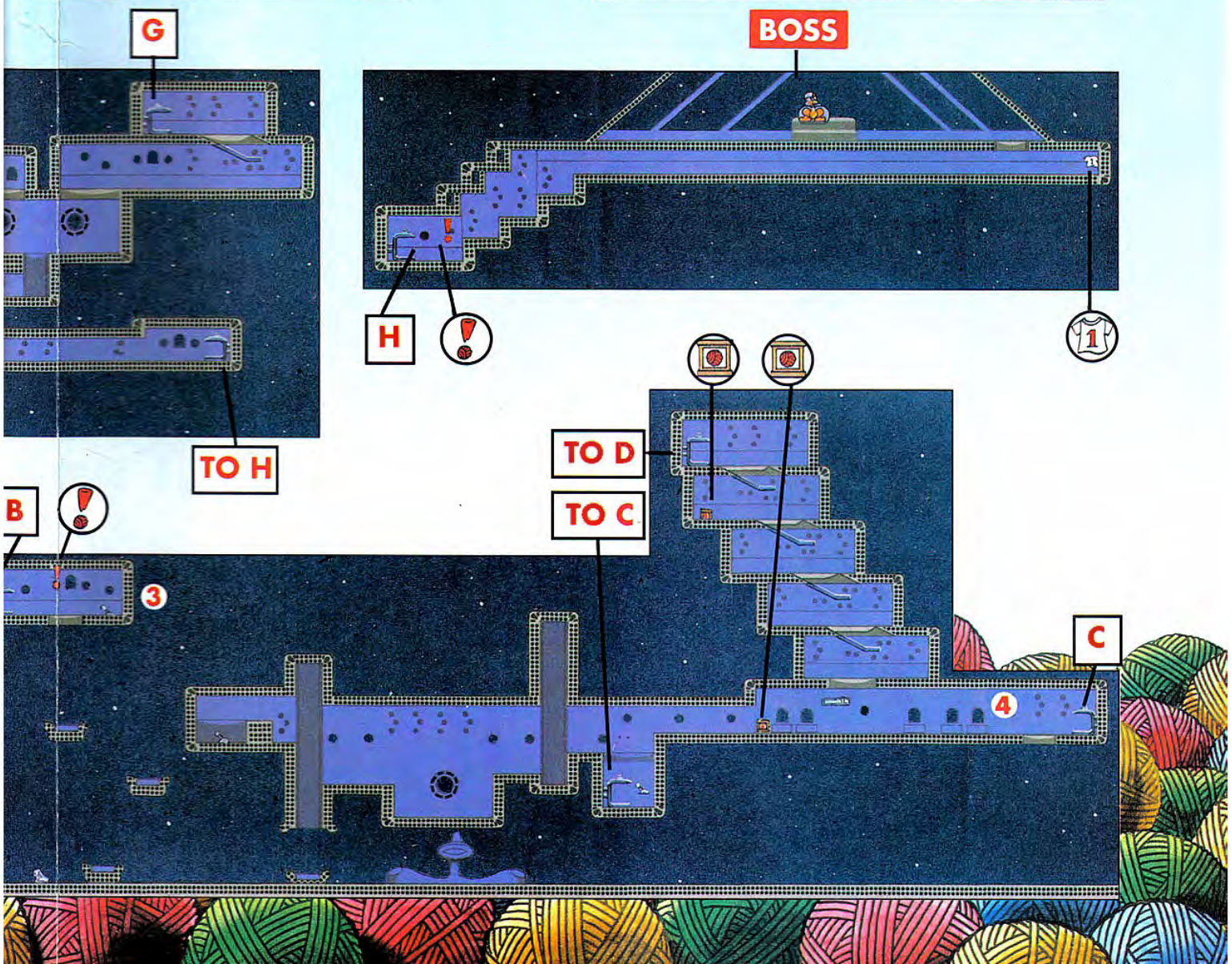
Once Bubsy has found Room D, the majority of the Chapter will have been completed and he'll be well on his way to completing the game.

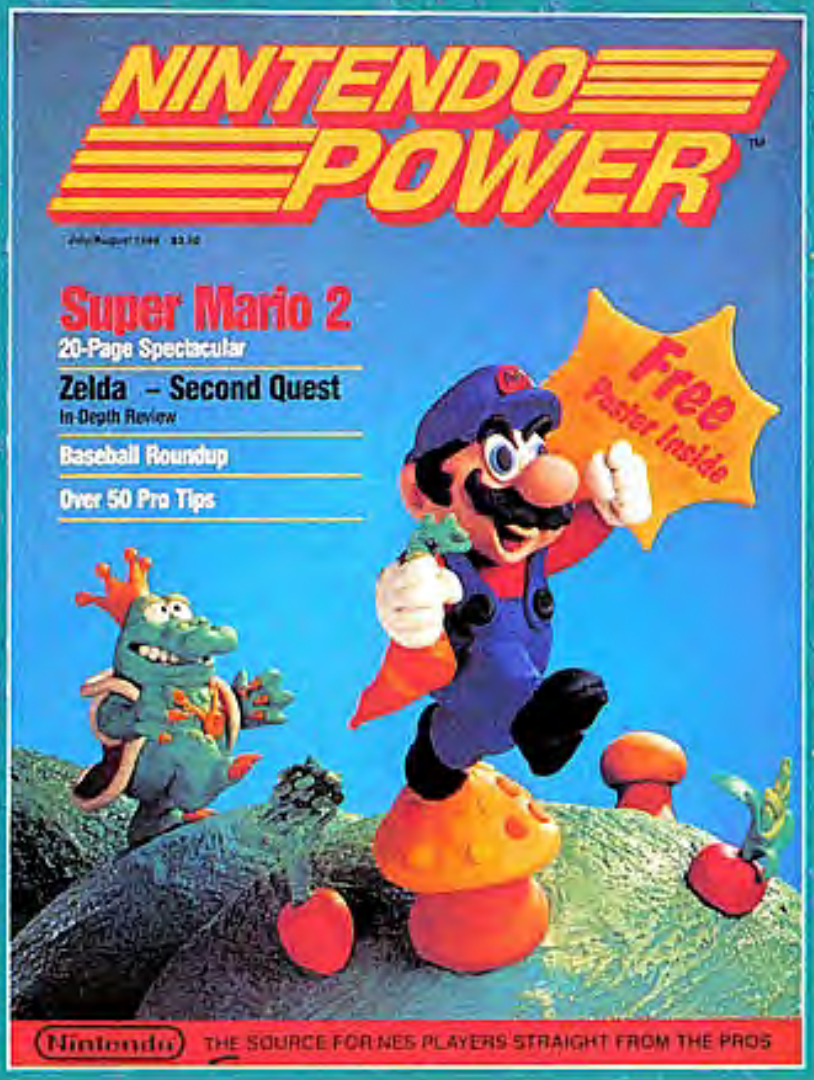
6 LAST CHANCE FOR A 2-UP

This is your last chance to score a 2-Up. Don't pass up the opportunity! You'll need all the help you can get.

WOOLIE SHOWDOWN

The largest pair of Woolies you've ever seen are waiting for Bubsy at the end of Chapter 16. As you might expect from previous experience, they're gonna throw the works at you! Be prepared for anything! Keep Bubsy flying by stomping the heads of the boss repeatedly.

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Super Mario 2
20-Page Spectacular
Zelda – Second Quest
In-Depth Review
Baseball Roundup
Over 50 Pro Tips
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Nintendo
THE SOURCE FOR NES PLAYERS STRAIGHT FROM THE PROS

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NINTENDO POWER
Castlevania II – Simon's Quest
14 Pages of Gory Details
Bionic Commando

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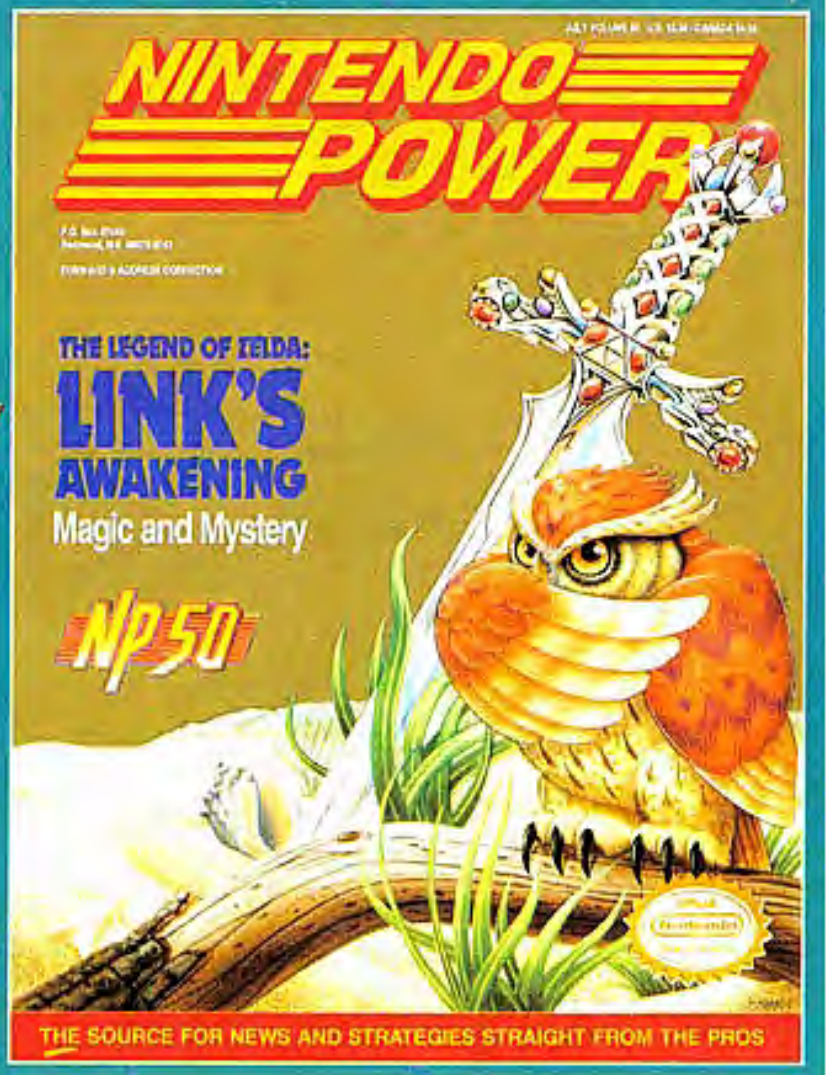
The Adventure of Link

NTENDO POWER

50

SSUE ~ 5 YEARS

y 1988~Vol. 50 July 1993



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DUCK TALES
12 Pages Of Treasure Hunting Strategy
Game Boy
Hits "To Go"

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Get "Tetrisized"
Bonus!
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MANIAC MANSION
Valentios, Heroes and Space Cadets
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MEGA MAN III
Deja Vu
The Immortal
And More!
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Perils in Paradise
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Battle Tactics For A Reverse Universe
Hot Reviews
Part II: Startropics
G.I. Joe
Tips
Tips Nester Awards
Call For Ballots

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ROBIN HOOD
Prince Of Thieves
Hit Movie, Hot Game
Game Boy
Roger Rabbit

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MEGA MAN IN:
DR. WILY'S REVENGE
A Game Boy Mega-Hit!
Series Updates
Super NES Previews
Actraiser
Super Mario World
Gradius III

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SUPER MARIO WORLD
FEATURES

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SUPER MARIO BROS. 3
High Flying Adventure
Don't Miss!
Big Bonus
36-Page Nintendo "Pak Source" Game Directory

NINTENDO POWER
SUPER C
Extraterrestrial Jungle Action
Final Fantasy
Code Name: Viper
Special Bonus!
36 Pages of Tips

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NINTENDO POWER
GUIDE
SUPER MARIO BROS. 3

STRATEGY
NINTENDO POWER
GUIDE
FINAL FANTASY

NINTENDO POWER
DR. MARIO
Contagious Fun and Challenge!
Player's Poll
Leads to Super Bowl

STRATEGY
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GUIDE
4-PLAYER EXTRA

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POWER BLADE
Alienated Comedians
Super Hits!
Plus!

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VICE: PROJECT DOOM
Cosmic Plot
Don't Miss!
Bonus!

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BATTLE TOADS
Crusher Capers
Plus!
NES Open—
Game Boy—

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STAR TREK
"Beam Up" To Adventure
Features
Super NES—F-Zero
Game Boy—Castlevania II
NES Classic—Metroid

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FINAL FANTASY II
Might, Mystery And Magic
Plus!
NES—
Flintstones

NINTENDO POWER
METROID
Galactic New Game Boy Hit
Features
Super NES—
NES—

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SUPER CASTLEVANIA IV
Simon's Monstrous New Quest

NINTENDO POWER
TMNT III
THE MANHATTAN PROJECT
Dive Into Big City Action

NINTENDO POWER
THE LEGEND OF ZELDA:
A LINK TO THE PAST
Magic, Danger and Daring Deeds

NINTENDO POWER
STREET FIGHTER II

NINTENDO POWER
MARIO PAINT
Music, Moves and Masterpieces

NINTENDO POWER
FELIX THE CAT
A Brand New Bag of NES Tricks

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THE MAGICAL QUEST
Starring Mickey Mouse

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TINY TOON ADVENTURES
BUSTER BUSTS LOOSE

NINTENDO POWER
WWF
SUPER WRESTLEMANIA
High-Impact Superstar Action

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YEEOOOW
DARKWING DUCK
Let's Get Dangerous

NINTENDO POWER
LEMMINGS

NINTENDO POWER
SUPER MARIO KART
Fun In The Fast Lane

NINTENDO POWER
SUPER STAR WARS

NINTENDO POWER
BEEP! BEEP!
ROAD RUNNER'S

NINTENDO POWER
STAR FOX
Super FX Heroes

NINTENDO POWER
BATMAN RETURNS
The Bat, The Cat, The Penguin

NINTENDO POWER
BATTLETOADS
DOUBLE DRAGON
The Ultimate Team

NESTER'S
ADVENTURES
THE TAZ TOUR
TAZ-MANIA DEPT. OF WILDLIFE
IT'S ALMOST TAZ'S FEEDING TIME. HE ONLY EATS SMALL YELLOW BIRDS KNOWN AS KIWIS...
I THOUGHT IT GOBBLED EVERYTHING!
WE HAVEN'T EATEN IN HOURS.
HAVE YOU SPENT THOUSANDS OF HOURS OBSERVING THE TAZ, TAKING NOTES, FILMING HIS BEHAVIOR, ALL WHILE CAMOUFLAGED AS A SHEEP?
SEEMS YOU HAD THE WOOL PULLED OVER YOUR EYES.
I WROTE THE BOOK ON TAZ! THERE'S NOTHING I DON'T KNOW ABOUT HIM!
THE BOOK ON TAZ
THE ONLY THING I WANT TO READ IS A MENU!
DAN SPIEGLE
IF IT AIN'T YELLOW, IT AIN'T DINNER! LET ME DEMONSTRATE!
BON APPETITE!
I'VE ALREADY BEEN WAITING ALL DAY!
WHAT'S WRONG? AIN'T YELLOW ARE YOU?
PUT ME DOWN! I'M NOT A BIRD!
DON'T DESERT US!
TAZ LOVE DESSERT!

NINTENDO POWER

NP50

50th ISSUE ~ 5 YEARS

Vol. 1 July 1988~Vol. 50 July 1993

50 ISSUES A VIEW

Five years and 50 issues ago Nintendo of America brought forth a brilliant idea that has shone brightly over the videoscape like a beacon to all those confused masses of players in need of knowledge. We call it **Nintendo Power, a magazine dedicated to video game players and created by video game players.** You might wonder how any work gets done with all this playing going on. Work is play! Remember that, live it. The editors, writers, artists and other talented troops of this award-winning mag want you to know that there is only one reason for putting in all the long hours of mind-numbing play. That reason is you, the reader, the player who needs to know.

Best Cover

Magical Quest Starring Mickey Mouse--Not only did this January '93 cover fold out, giving you twice as much picture, it also looks hot!

Back in 1988 the NES stood alone in the video game universe. Mario was earning his second platinum title. Eight bits seemed like a lot. Critics said Nintendo's success was all a flash-in-the-pan, a high tech pet rock, a waste of electricity. Yeah, right. Since when has fun been a waste of time? But there was a problem. Along with the success of the NES came a flood of new titles. No one except Michael Jordan could afford to buy all the games, and no one at all could afford to buy games that wouldn't satisfy them. **There had to be a way to let players know which games were the most fun to play.**

Back in 1988, a year best remembered for the delay of Zelda II: Adventure of Link, the President of Nintendo, Minoru Arakawa, had one of his many quiet brainstorms. What if, he thought, I could tell players about the best games, and then give them the information they need to get as much fun out of those games as possible so they'd really be happy, and, of course, buy more games? Hmmm. Realizing it might be prohibitively expensive to contact the millions of NES owners personally, Mr. Arakawa astutely decided to create a new kind of magazine. It would have no advertising, so no one could dictate what appeared in a review. It would have as much color and action as the games it reviewed. He would make it as information-packed as the

Worst Cover

Castlevania II--Vol. 2 showed Simon Belmont holding Dracula's head. Kids had nightmares and so did our phone reps who dealt with the complaints.

Highest Circulation

3.6 Million, the 1st Issue--We gave a free copy of the July/August Nintendo Power to every member of the Fun Club. Almost one third subscribed.

NINTENDO POW

1988

- FIRST ISSUE— July/August 1988

1989

- POWER METERS INTRODUCED— March/April 1989
- GAME BOY INTRODUCED— September/October 1989, Vol. 8
- DRAGON WARRIOR STRATEGY GUIDE INSERT— November/December 1989, Vol. 9

1990

- FINAL FANTASY PROMO BEGINS— May/June 1990, Vol. 12
- FIRST STRATEGY GUIDE— June 1990, Vol. 13
- NOW PLAYING— Nov. 1990, Vol. 18

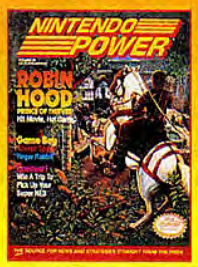
OF NINTENDO POWER: FROM INSIDE OUT

Encyclopedia Britannica, but also make it fun. It would have contests! Show top scores! Do really weird stuff with comics and art. **He'd cover every game, but just cover really good games in depth.**

That was the recipe. A staff of game-playing editors at Nintendo got together and took over the kitchen. Before you knew it they had lit a fire and were beginning to cook. The ingredients they agreed on were tips, reviews and special features. Howard Phillips, President of the Fun Club and Game Master of the Nintendo Universe, joined the editors to debate the finer points of naming the regular columns. After rejecting columns with names like Games That Make Me Hurl and Killer Kodes, they ended up with Classified Information for secret stuff, Counselors' Corner for strategy tips, Video Shorts for all the games that weren't considered good enough for a full review, Pak Watch for future games, NES Achievers to spotlight players' scores, NES Journal for newsworthy Nintendo stories and a game tip comic that would become Howard & Nester. Actually, the first comic strip had no Howard and no Nester. Instead, it featured an unassuming Japanese businessman, Ninja Koike, who fought his way out of video game situations. What a hoot! So Howard did up a rough sketch of a smart aleck kid who figured he knew all there was to know about video games--and thus was born NESter! What with his wise cracks and practical jokes, not to mention the red hair, we always figured there was a lot of Nester in the real Howard, but that's another story.

In those ancient times, back when you could look out the windows of NOA and watch mastodons waltzing past, Howard Phillips ran around one day asking everyone what we should call this new magazine. **Originally, it was going to be called Power Play, but a computer newsletter had already gobbled up that name.** "It's gotta have Nintendo in it somewhere," he said. (Mr. Arakawa likes having the word Nintendo in just about everything except his food.) "And it should have

Worst Timing



Robin Hood: Prince Of Thieves--This highly anticipated game appeared six months after our cover review due to a lengthy debugging period.

Favorite Column

Classified Information--Warp Zones, Sound Tests, Bonus Areas, Stage Selects, Secret Codes. Gee, why would anyone read this column?

Least Favorite Column

George & Rob's Now Playing--Readers preferred to critique our critics rather than criticize their criticisms. All's fair in war and magazines.

ER MILESTONES

1991

- POWER GOES MONTHLY— January 1991, Vol. 20
- SUPER NES INTRODUCED— June 1991, Vol. 25
- FIRST GAME BOY COVER— Dr. Wily's Revenge, August 1991, Vol. 27
- FIRST SUPER NES COVER— Super Mario World, September 1991, Vol. 28
- HOWARD RIDES OFF INTO THE SUNSET April 1st, 1991

1992

- FIRST COMICS— Jan. 1992, Vol. 32
- SUPER POWER CLUB LAUNCHED— Oct. 1992, Vol. 41
- FINAL GEORGE & ROB— December 1992, Vol. 43

1993

- FIRST BONUS ISSUE— Jan. 1993, Vol. 44
- STAR FOX COMIC— Feb. 1993, Vol. 45
- 5 YEARS & 50 ISSUES— July 1993

Power in it too." Nintendo Power seemed to fit the bill. **Three and a half million Fun Club members got that first issue for free.** Remember the clay Mario on the cover? Super Mario Bros. 2. was bouncing off store shelves, and the second quest of Zelda was keeping players up all night long. Seems like a billion years ago. But the more things change, the more they stay the same. With the introduction of The Legend of Zelda: Link's Awakening featured in this issue, millions of players are going to lose a lot of sleep.

—Biggest Coverage—

Final Fantasy--A Strategy guide, three reviews, three contests, thousands of winners and a grand prize adventure in paradise.

As more games came out every month, those of us who thought we had scammed our way into the best jobs on the planet realized that we couldn't stuff all the info into bi-monthly issues. There was no room to cover anything in depth. So many games and so few pages! Since our first issue, 1,319 games have come out for the NES, Game Boy and Super NES! Of course, most of us wanted to ignore the fact and go back to playing our favorite games. But we were reminded of our duty to the readers. "They must know everything. Knowledge is strength! Strength is wisdom! Wisdom is satisfaction!" So we decided to make Strategy Guides to cover the hottest, biggest games--games like Super Mario Bros. 3, Final Fantasy and Ninja Gaiden 2! Unfortunately, the plan ignored the fact that most of the hot games were released just before Christmas, meaning that for three quarters of the year there would be no big titles for our Strategy Guides. Four Strategy Guides later, a hetter idea smacked us on the head like a ten ton weight! **Why not just make Nintendo Power a monthly magazine? That was January 1991.** We haven't slept since.

But what is sleep when all you dream about anyway is TMNT, Yoshi and Double Dragon? For that matter, what is reality? So much was happening. Game Boy was delivered in 1989, Pak-ed with fun. The Super NES landed late in 1991, adding even more titles to cover. The job of determining which games to buy was getting harder and harder for the players. We figured they'd be after us like a mob of fire-wielding peasants chasing a monster if we didn't do something soon.

—Biggest Mistake—

An incorrect TMNT II code in Volume 21 led to thousands of phone calls . It was corrected in Volume 22.

—Most Common Tip—

"Talk to everyone!" A close second was the action classic, "...timing is everything." One screen shot is worth a thousand cliches.

So Video Shorts became Now Playing and we concentrated on giving information that could be used when comparing games.

Of course, Video Shorts had been evolving for some time. Originally, each game released got a half page in Video Shorts. A description of the game that read like package copy plus several screen shots were included. The idea was that if we didn't have anything nice to say, let's not say much. Beginning with the March/April 1989 issue, **we added the Power Meter so you could see bow the games compared with each other.** In those days, every Video Short had a graphically represented Power Meter with our rating and a blank Power Meter for players to fill in. When the change was made to Now Playing, we wanted to make the magazine even more useful, so all the Power Meter data was put in a chart. Now it was truly easy to compare all the games and see how they rated.

The evolution of the magazine has been a continuing process. Not all of our brilliant ideas pan out. One way we keep tabs on what the readers want is through the Game Counselors and Consumer Service Reps at Nintendo. The Celebrity Profile column is a good example of how reader feedback made us rethink what we were doing. It became pretty apparent that the only celehs readers were interested in were those who were true video game fans. All-Stars like Ken Griffey Jr., who has arcade games at home and who takes his home video game systems with him when he travels, were a perfect fit. We decided that in the future we would only run the column when we had a line on real gamers.

In other instances, the changes to Nintendo Power came about because we wanted to do more to educate game players. Our on-going series of Technical Update articles has covered everything from the internal workings of all three Nintendo systems to the possibilities and limitations of future game technologies. **We also wanted to introduce players to the people behind the games,** so we began reporting on developers and licensees who make video games, from the magic of Mr. Miyamoto's Mario at Nintendo Company Ltd. in Kyoto to the artistry of Sculptured Software's Super NES games, which are designed and refined in Salt Lake City.

With the introduction of the Super NES, we the editors were faced with a dilemma. What amount of coverage should we give to each of the different systems? During that first year, we devoted about 40% of game reviews to the NES, but as the Super NES grew in popularity and the library of Super NES games increased, we could see the writing on the wall. The writing on the page now reflects our read-

—Worst Contest Nightmare

The Total Recall contest (May/June 1990), touted as Making the Impossible Possible, almost was impossible. Our winner didn't get to meet Arnold until 1991, and then only for a quick handshake.

ership, about 75% of which own a Super NES. This past year fewer and fewer NES games have been developed, and more and more players are turning to the Super NES.

That doesn't mean we pander to the masses. Many players prefer adventure games, RPGs, puzzles, simulations and other categories of games to the most popular action and sports titles. We think quality games deserve reviews regardless of the type of game. On the other hand, games with popular licenses like movie titles or sports endorsements will receive coverage only if the game itself is fun to play. Changes to the mag haven't all been about content and columns. The roller-coaster design style of the early reviews have evolved into a more organized, three-color approach--the teal, red and purple that designate Super NES, NES and Game Boy. That's important since so many of our readers keep all their issues of Nintendo Power as a sort of video game encyclopedia. Power matured in other ways, too. We, or rather George and Rob, spoke out on key issues, like whether Vanna White's high school principal was a man? Big questions! No answers! So, who cares? The wild stampede of change rode roughshod over our two critics and they were humbly replaced by mathematical symbols. What's good and what's not. Now we leave it up to you decide what matters.

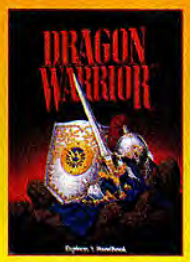
In addition to giving video game players the information they need to make smart purchasing decisions, we've recently given them the power to act on those decisions with the **Super Power Club--the most recent innovation to help players get the most from Nintendo Power.** Game coupons that give you a break on the price of hot games add real value to the subscription. The January Bonus issue packs in all sorts of added information and features. Plus the Power Challenge Trading Cards are cool collectibles that may be worth even more than the free Game Paks you can win with a winning set of cards. Inaugural Power Club members also made out with the Top Secret Passwords Player's Guide.

Although the Super Power Club has met with approval from just about everybody, we haven't always been so lucky. Witness the Great Comic Debate of 1992! We increased the size of the magazine to include 24 pages worth of comics based on Zelda and Mario games. Mr. Arakawa, having witnessed the popularity of serial comics both here and in Japan, directed us to initiate a new craze that would sweep the nation. You either loved the comics or hated them, and everyone seemed to have an opinion of what should be done with them. Now that we've cut back to 12 pages of comics, the debate seems to have cooled slightly. Oddly enough, most of the comic-related mail now comes from readers who miss the Zelda and Mario comics!

We think the Power Player's Challenge is one of the most exciting changes we've made this past year. This is real interactive publishing where players can get involved in the magazine. Since so many games these days either don't include scores, or have scoring systems that don't really reflect the challenges in the game, the Power Player's Challenges give players meaningful goals and true bragging rights. The wishful accomplishments granted by technological genies don't cut it with true Power Players.

The last five years have passed in a flash of excitement and change at Nintendo Power, but we believe the best is still ahead. The sophistication and creativity of video games increases every year. Remember that this industry is still in its infancy. The future promises vast changes and new directions and technologies. Someday you may have to strap on an interactive visor to enter the world of Virtual Nintendo Power. In that electronic arcade we'd show you the latest adventures first-hand and demonstrate the best techniques for virtual dragon-riding or send you head-to-head against a holographic T2. **Whatever direction video games go, you can be sure that Nintendo Power will chart the course as we have in the past.**

—Biggest Giveaway—



Almost half a million subscribers came on board with the Dragon Warrior premium offer. It was an offer no one could refuse.

—Most Popular— Strategy Guide

SMB3 was the most successful video game in history. The SMB3 Strategy Guide was the most successful Guide. Go figure.

-Most Nester Awards-

Battletoads won 5 Nester Awards in 1991. The original NES game also had the longest single review--36 pages in Vol. 25.

—Most Requested— Classified Tip

More people asked for the Player Vs. Player code for Street Fighter II than any other tip. The code appeared in Vol. 39.

—Highest Power— Meter Rating

Super Mario World outscored every game for all three systems with Graphics 4.7, Control 4.6, Challenge 4.4, Theme & Fun 4.5

CLASSIFIED INFORMATION

NINTENDO TOP SECRET POWER

From Agent #409

Invincibility Code

Defeating all of the heavy mechs in the later stages of Mech Warrior can often prove too much for even the best players. Agent #409 has discovered a code that makes your Mech invincible for one battle. After you have selected your contract and Mech, start the battle. Then, after you have landed on the planet, press the Start Button to pause the game. Press A, L, L, Y, A, L, L, Y, A, L, L, Y on Controller I, and the word INVINCIBLE should appear across the screen. Your Mech will be immune to enemy attacks for the entire battle.

A, L, L, Y, A, L, L, Y, A, L, L, Y, Start.

Select one of the contracts, then get your Mech ready to fight.

After you have landed on the planet, press the Start Button to pause the game.

Enter the code, A, L, L, Y, A, L, L, Y, A, L, L, Y, to make the word INVINCIBLE appear.

After the battle, your Mech will be completely undamaged.

From Agent #019

75 Extra Lives

Our agents have found a way to get 75 extra Road Runners at the beginning of the game. Enter the code at the title screen, and hold down the following buttons on Controller I; Left, R, Y, and Select. While holding these buttons down, press and hold the Start Button. Continue to hold the Start Button until the game begins and you'll see the title "Zippity Splat" across the top of the screen. When you release the buttons, the number 75 will appear next to the Road Runner in the top left corner of your screen.

Hold Left, R, Y, and Select then press Start.

Normally when you play the game you only have two extra Road Runners.

On the Title Screen, hold Left, R, Y, and Select on Controller I.

While holding these buttons press and hold Start until the game begins.

When you release the buttons, you will have 75 extra Road Runners.

CLASSIFIED INFORMATION

From Agent #847

Trick Baseball

Although this code doesn't affect the play of the game, it is a neat trick you can do on the title screen. On Controller I, hold down either the R or the L Button then press Reset on the Super NES. When the credits begin, you can change the direction of the baseball by pressing any direction on the Control Pad.

Hold either the L or the R Buttons, then press Reset on the Super NES.

At the beginning of the credits you can move the ball with the Control Pad.

From Agent #133

Bonus Credits

With this trick you can double the credits that you normally start the game with. On the Title Screen hold Up and the L and R Buttons, then press Start. When you are defeated, you will find that you have six Continues instead of the normal three. You can get much further in the game when you use this trick.

Hold L, R, and Up then press Start.

On the Title Screen, hold L, R and Up on Controller I then press Start.

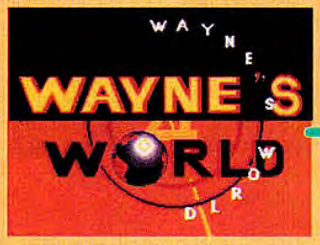
You will have six Continues, instead of the normal three!

From Agent #350

Stage Select

Use this code to explore the later areas of Wayne's World. To enter the code, press Start and wait for Wayne and Garth to start singing. While they are singing, press X, L, and R simultaneously, then press Up, Y, and B simultaneously. Use the Select Button to cycle through the level numbers at the bottom of the screen.

Hold X, L, and R, release, then hold Up, Y, and B.



Wait for Wayne and Garth to start singing, then press X, L, and R.

Release those buttons and press Up, Y, and B to activate the Stage Select.

From Agent #946

Sound Test

Agent # 946 found a Sound Test in Prince of Persia for the Super NES. To activate the code you must first start a new game. While you are playing, hold the Start Button then press Select. You can select any of the 34 sounds by pressing Up or Down on Controller I , then pressing the A Button.

Start a new game, hold the Start Button then press the Select Button.

Select any of the 34 sounds on the Sound Test by pressing Up or Down on Controller I.

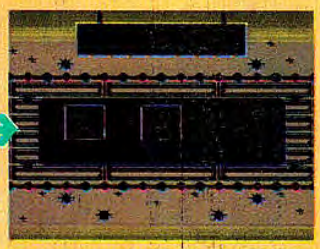
CLASSIFIED INFORMATION

FROM AGENT #632

Bonus Games

Between the stages of Tiny Toon Adventures for the Super NES you can play Bonus Games for 1-Ups. With this special password you can practice any of the Bonus Games as often as you like before you play the game. Go to the Password Screen and enter the following three pictures in order; Elmyra (the red-haired girl), Shirley the Loon (the yellow-haired duck), and Calamity Coyote (the gray animal).

At the Title Screen go to select the Password option.



Enter this password to practice playing the Bonus Games.

You can play any of the Bonus Games that you normally find between stages.

Practice up on the harder Bonus Games so you can get 1-Ups when you play the normal game.

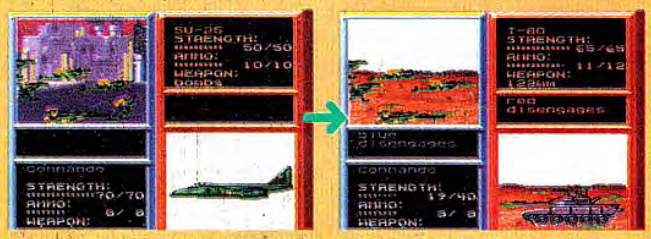
FROM AGENT #999

Hasty Retreat

Use this trick that Agent #999 sent in to avoid unwanted losses in Super Conflict. When you are playing a game, press the Start Button to bring up the menu. Select the Preferences option and press the A Button. Set the Combat Mode to Long and return to the game. When an enemy attacks you, pump the R Button as fast as you can to retreat. If you hit the button fast enough, you will avoid damage about 90% of the time.

While you are playing a game, press the Start Button to bring up the option screen.

Choose the Preferences option and make sure the Combat Mode is set at Long.



If a strong enemy attacks your troops, there is always an escape.

Tap the R Button as fast as you can and you will avoid the enemy attacks.

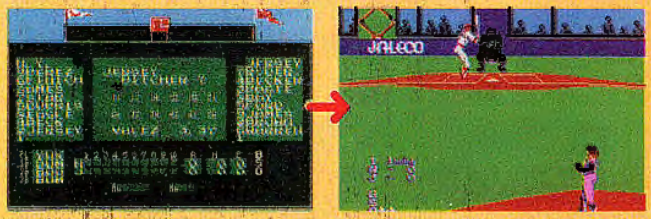
FROM AGENT #214

Pennant Password

Agent #214 has sent us a special password for the original Bases Loaded game. Use the word JAELECO as your password when you play the Pennant Mode and you can play against New York in the final game of the series. If you win the game, New Jersey will win the pennant.

On the Title Screen, select the Pennant Mode and press the Start Button.

Enter the password "JAELECO" and press the Start Button a second time.



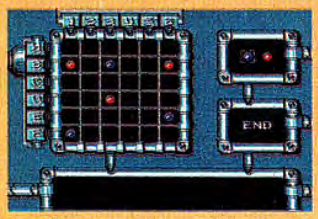
You will be handling New Jersey against New York in the final game of the series.

If you win the game, you will take the pennant for New Jersey without playing the entire season!

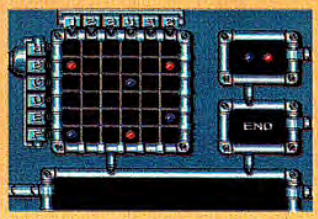
FROM AGENT #572

Password Frenzy

Use these passwords sent to us by Agent #572 to help you finish Mega Man V. Each password follows the suggested order to fight the bosses. The last password at the bottom of the page sets up Mega Man with all the weapons, so you can start the final areas of the game!

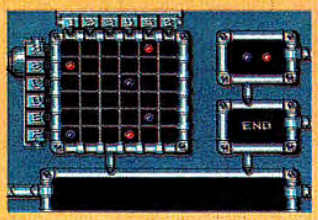


Use this password to start the game with the Wave weapon.



This Password will let you start with the Star Crash weapon as well

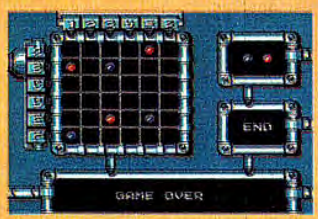
Gravity Man



With this password you will start after beating Gravity Man.

When you use the Gravity Hold weapon enemies go flying!

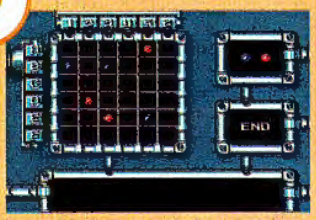
Gyro Man



This password will let you pass Gyro Man without a twist.

The Gyro Attack is great for getting those hard-to-reach enemies.

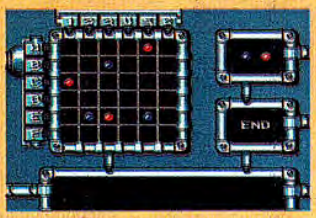
Crystal Man



This gem of a password will get you past Crystal Man.

The Crystal Eye is very effective against Napalm Man.

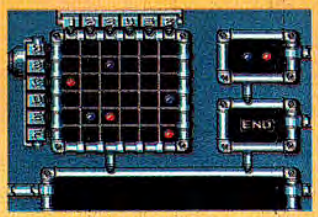
Napalm Man



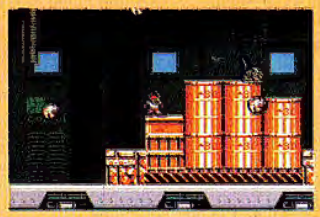
Blow past Napalm Man by entering the password above.

The Napalm Bomb will tumble across the ground to defeat enemies below you.

Stone Man

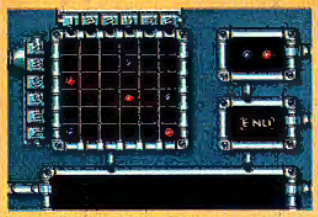


You will acquire Stone Man's weapon when you input this password.

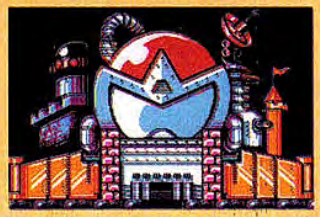


The Power Stone spins around and hits your enemies from behind.

All Weapons Acquired



After beating Charge Man, you will receive this password.



It's time to go after the rest of the evil robots now that Mega Man is fully equipped.

BE A TOP SECRET AGENT

A popular activity among Nintendo game players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three digit agent number and be sure to include it with your codes.

Our Address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

VWOOSH

CAPTAIN, WE'RE ENTERING SECTOR Y!
IF WE'RE LUCKY WE'LL SEE SOME OF THE INTERSTELLAR LIFE-FORMS THAT LIVE HERE!

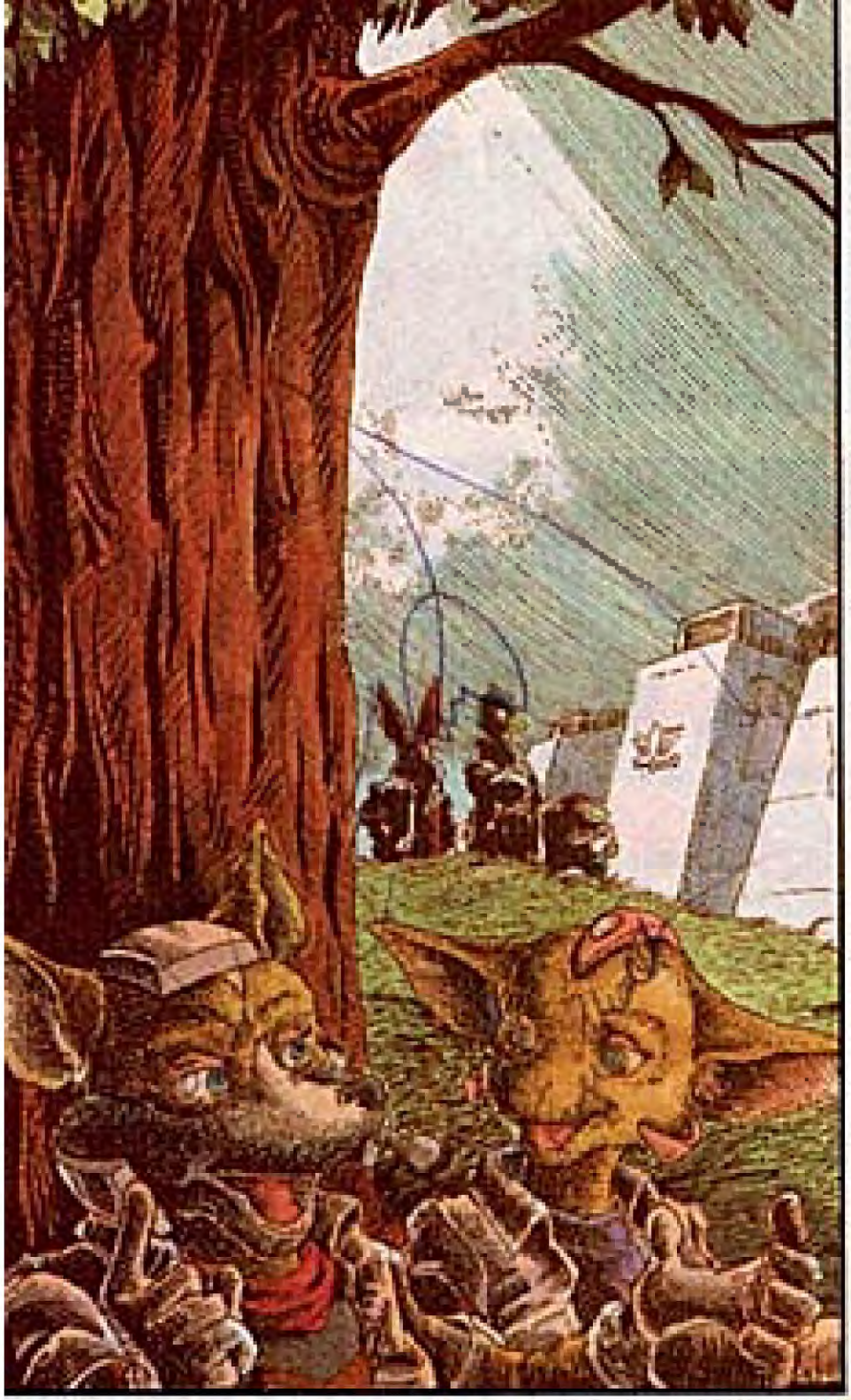
ACT 6 FLY AGAIN
THEY ALMOST SEEM TO BE TOO REFORMED!
Klang!
WE'RE FISH FOOD!
WHAT'S HAPPENING?!
THE STELLAR STINGRAYS ARE ATTACKING!

STARFOX

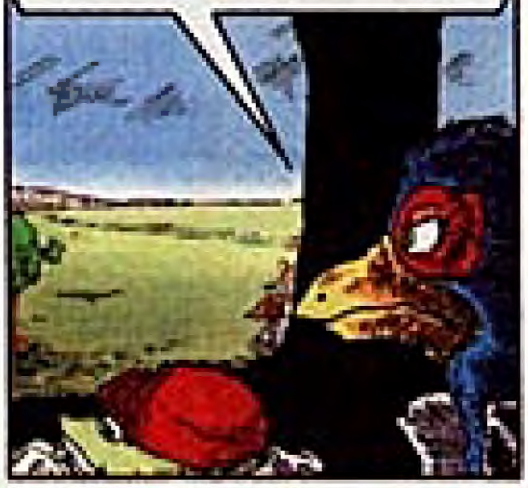
TRIUMPH

by

Benimaru Itoh



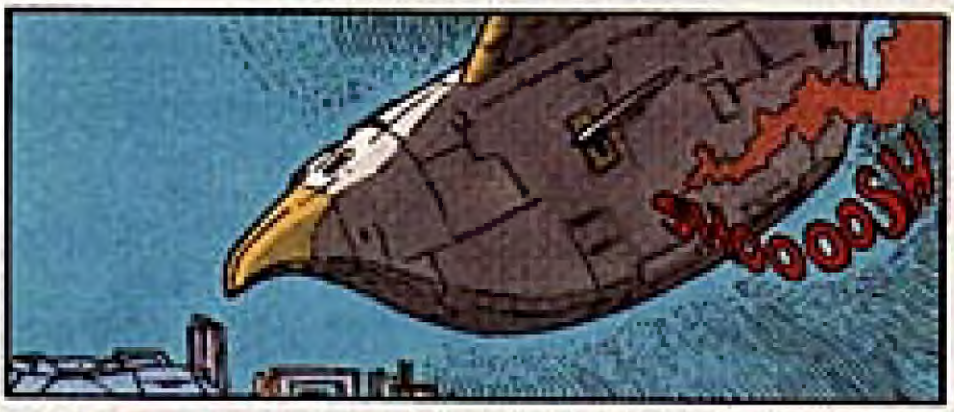
I MISS THE OLD DAYS! FOX AND I USED TO RAID THE IMPERIAL FLEET WITH ONLY A RUSTED LASER CANNON AND A MOON BUGGY.



WHAT'S THAT YOU'RE LOOKING AT?

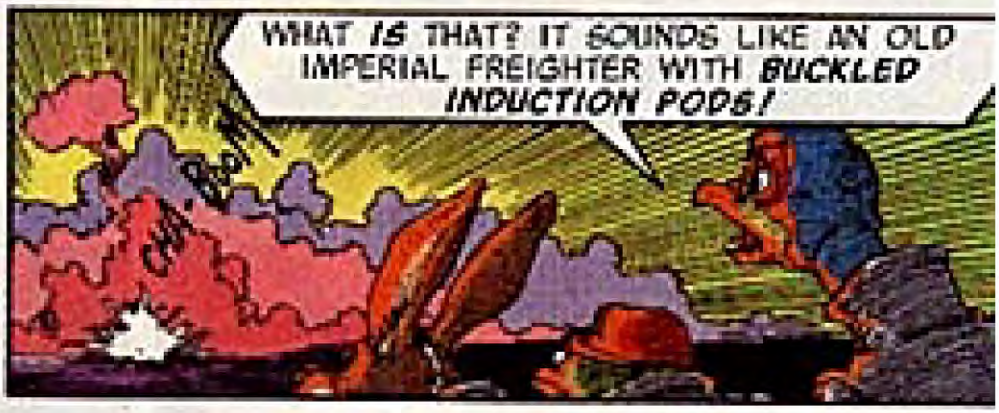
IT'S A L-L-LETTER FROM MY GIRLFRIEND, CROAKELLA. SHE GAVE ME MY FIRST WART!

LOOK, FARA, THAT SHIP'S GOING TO CRASH!
SPLUTT-SPLUTT-SPLUTT


WOOOSH

SHE'S GOING DOWN!

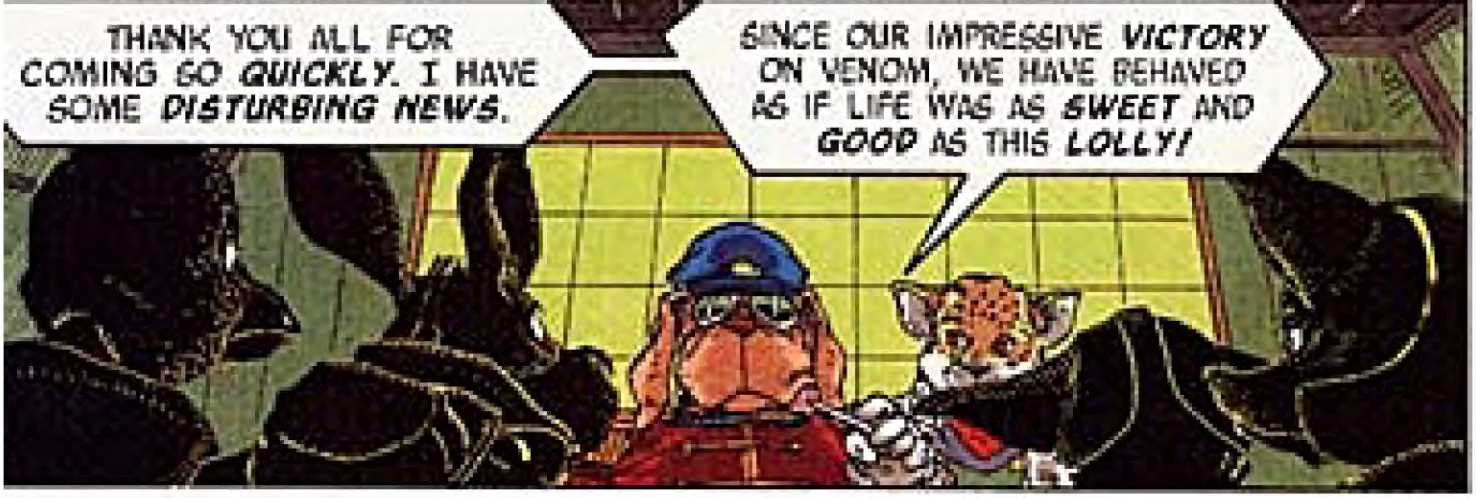
KERRASH


WHAT IS THAT? IT SOUNDS LIKE AN OLD IMPERIAL FREIGHTER WITH BUCKLED INDUCTION PODS!

FWOOMP

$HACK, COUGH& HELP!

BEWARE THE STINGRAYS...!


THANK YOU ALL FOR COMING SO QUICKLY. I HAVE SOME DISTURBING NEWS.
SINCE OUR IMPRESSIVE VICTORY ON VENOM, WE HAVE BEHAVED AS IF LIFE WAS AS SWEET AND GOOD AS THIS LOLLY!

NOW WE HAVE EVIDENCE THAT ALL IS NOT WELL IN THE LYLAT SYSTEM! THE FREIGHTER THAT CRASHED RECENTLY WAS ATTACKED BY STINGRAYS FROM SECTOR Y!

AS YOU KNOW, THESE STAR BEASTS HAVE ALWAYS BEEN PEACEFUL.

MAYBE THE STINGRAYS WERE JUST TOYING WITH THE SHIP! OR MAYBE THEY WERE HUNGRY!

SOMEBODY SHOULD TEACH THEM NOT TO PLAY WITH THEIR FOOD!
YOU?

YOU MEAN YOU WANT US TO...?

CHECK IT OUT!

VR-OOOOOM
HOW DO YOU LIKE THE NEW ARWING, FARA?
IT FLIES LIKE A DREAM!
DO YOU HAVE ENOUGH LEG ROOM, FLIPPY?
SO FAR SO GOOD, PEPPY! I'LL RUN A FULL DIAGNOSTIC CHECK!
IT'S B-B-BETTER THAN BEING PEPPY'S SADDLEBAG!
WE STILL NEED TO DO MORE FLIGHT TESTS ON THE NEW MODEL ARWING, FARA! WATCH OUT FOR PROBLEMS!

LET'S LAND ON TITANIA, SLIPPY, I'D LIKE YOU TO CHECK OUT THE NEW SYSTEMS ON FARA'S ARWING!
SHOULDN'T WE GO STRAIGHT TO SECTOR Y?
I THINK WE NEED A BREAK. TITANIA HAS THE BEST FROZEN YOGURT IN THE SYSTEM!
THE WHOLE PLANET IS A FREEZER!
WE'RE GOING TO GET SOMETHING TO EAT, SLIPPY. CATCH UP WITH US WHEN YOU CAN!
SAVE SOME FOR ME!

DO YOU NEED A HAND, SLIPPY?
YOU GO ON AHEAD. I CAN HANDLE IT.
BESIDES, I'VE GOT SOME HELP HERE.
IT'S AMAZING HOW THE LIZARDS HAVE BECOME SO HELPFUL!
THAT TELEKINETIC AMPLIFIER MUST HAVE REALLY HYPNOTIZED THEM!
THE IMPERIAL GUARD WAS COMPLETELY DISBANDED.
NOW THAT WE'RE HERE, LET'S HAVE SOME FUN!
TOO COLD FOR MY TASTE!

"UH!
WARP
VA-HOOOM
IT LOOKS LIKE SLIPPY IS TESTING OUT FARA'S ARWING!
THAT'S NOT A FROG IN THE COCKPIT!
THE IMPERIAL GUARD! IT WAS JUST A CLEVER RUSE!
THAT LOOKS MORE LIKE A...
...A LIZARD!
SLIPPY!
EXCUSE ME...

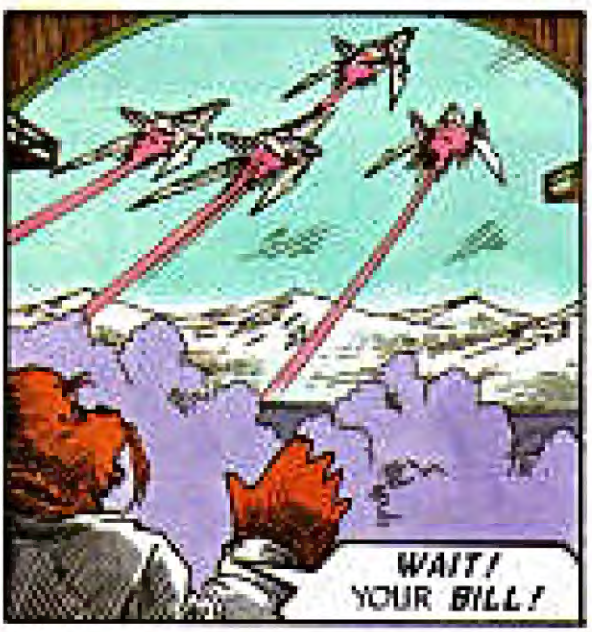
THEY ONLY TOOK ONE ARWING!
WHAT'S GOING ON?

WHAT HAPPENED? WHERE'S SLIPPY?
SOMEONE HIT ME FROM BEHIND!

LET'S GO! ONE FOR ALL...
...AND ALL FOR ONE!

VASHOOOM
VASHOOOM
VASHOOOM

I THINK THEY GRABBED SLIPPY!


WAIT! YOUR BILL!

THE LATEST ARWING FIGHTER AND ONE OF FOX McCLOUD'S PIRATES! ANDROSS WILL BE VERY PLEASED!

Ha Ha Ha...

I DON'T KNOW IF WE CAN CATCH THE NEW ARWING ONCE ITS HYPER BOOSTERS KICK IN!

HE DOESN'T KNOW THE CONTROLS! WE CAN DO IT!

FOX, HE'S GONE!

HE'S HEADING STRAIGHT TOWARD SECTOR Y!

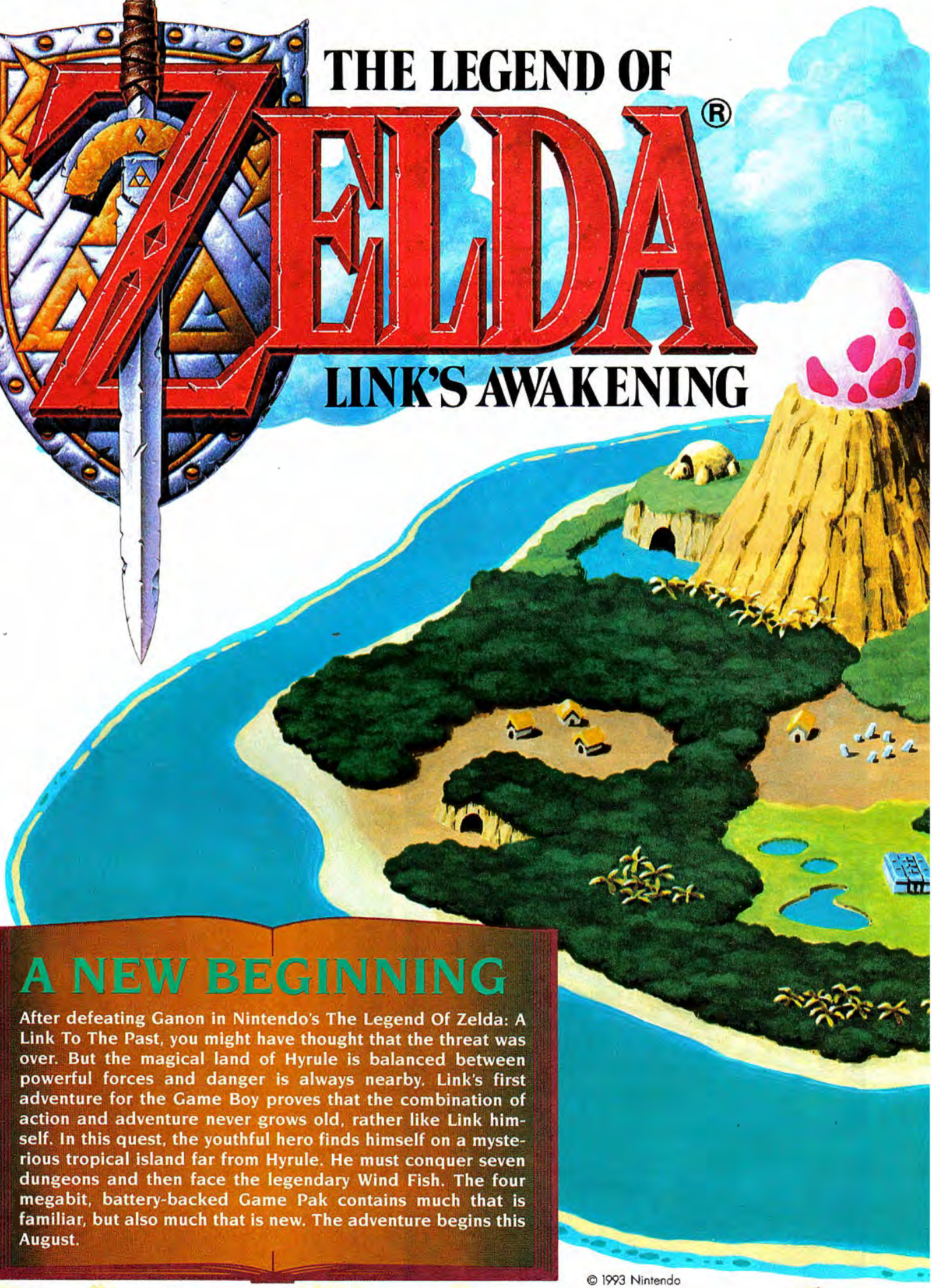
SECTOR Y! ARE YOU SURE?

WAIT! HE JUST VANISHED OFF THE RADAR!

HE MUST HAVE TAKEN THE BLACK HOLE!
MORE BAD NEWS, FOX. THANKS TO THE LIZARDS.
EVEN WORSE, WE'RE RUNNING LOW ON FUEL!
WE'VE BEEN HAD!

THE LEGEND OF ZELDA®

LINK'S AWAKENING



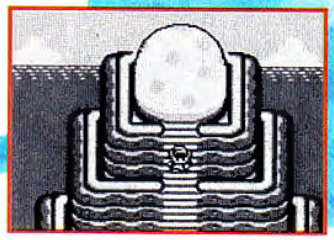
A NEW BEGINNING

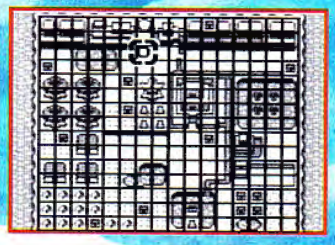
After defeating Ganon in Nintendo's The Legend Of Zelda: A Link To The Past, you might have thought that the threat was over. But the magical land of Hyrule is balanced between powerful forces and danger is always nearby. Link's first adventure for the Game Boy proves that the combination of action and adventure never grows old, rather like Link himself. In this quest, the youthful hero finds himself on a mysterious tropical island far from Hyrule. He must conquer seven dungeons and then face the legendary Wind Fish. The four megabit, battery-backed Game Pak contains much that is familiar, but also much that is new. The adventure begins this August.

© 1993 Nintendo

ISLAND STORY

The island of Koholint rises from the sea like a portent of mystery. The tropical forests slope upward forming a volcanic cone atop which rests a giant egg! Here Link will find both friends and foes. The peaceful villagers living in the shadow of the bizarre mountain face daily perils from creatures that roam the forests. Link's quest takes him to the lairs of the seven Nightmares—beings too terrible to meet by daylight!





THE EARLY QUEST

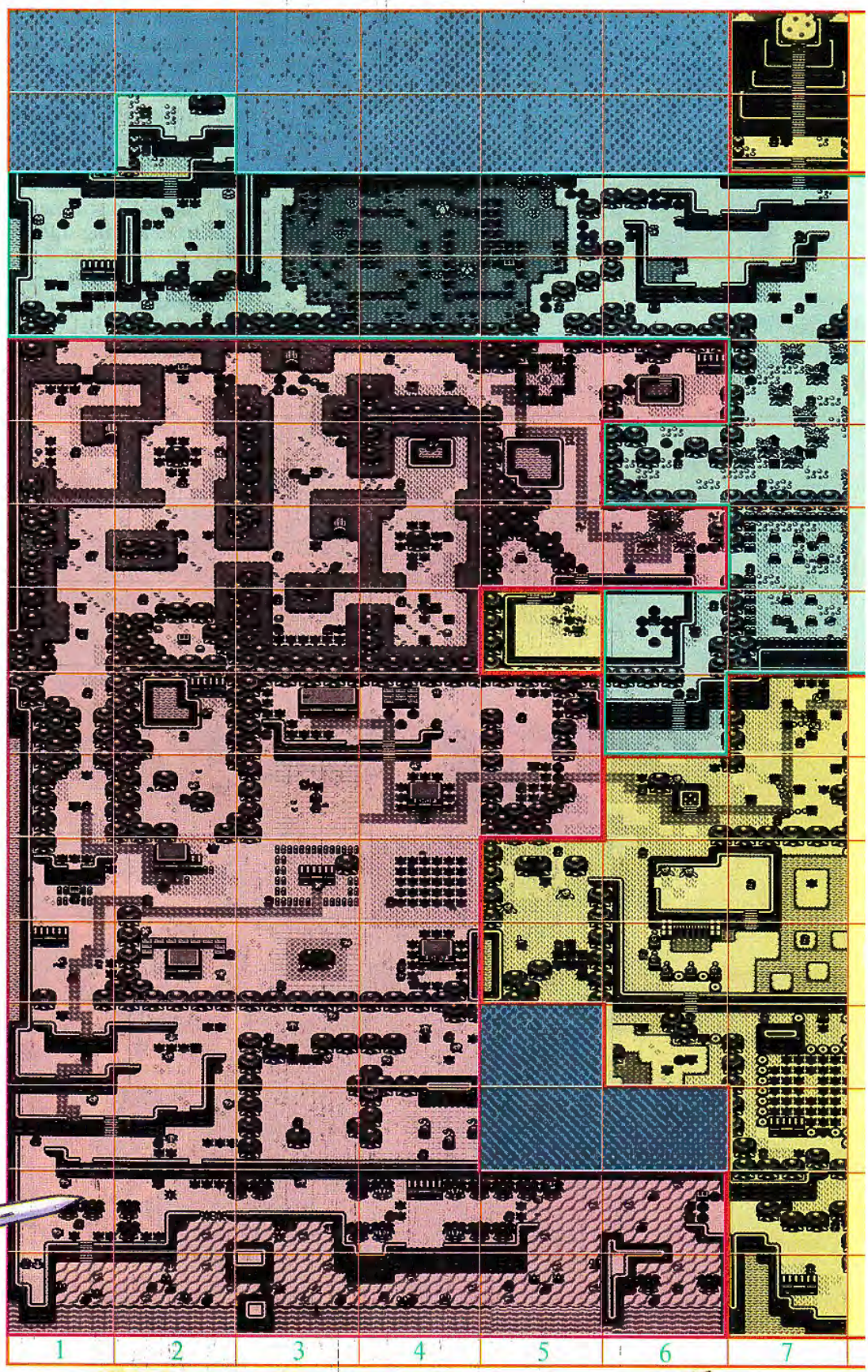
Journey with Link on the early steps of his quest to solve the riddles of Koholint and restore the island's balance. This review covers the first three levels of the game, from the discovery of Link's unconscious body on the shore to the battle with the Slime Nightmare in Level Three. Full maps of the overworld areas that you will visit have been provided for your adventure. You'll also find invaluable maps of the inner dungeons where the Nightmares guard the musical instruments that will awaken the Wind Fish from its long slumber. Along the way, Link must locate items and weapons, trade for magical powers, meet the villagers and render them service, solve mysteries and map the island. Every step brings him into potential peril, for the servants of the Nightmares roam freely over the isle. You'll have to learn new techniques to survive, and hone skills gained with Link in previous adventures. It is just the beginning.

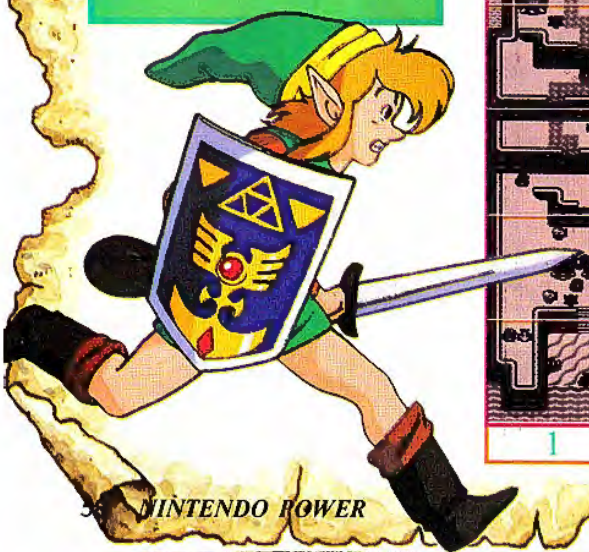
KOHOLINT ISLAND

Link's first job is to explore the Island of Koholint. All of the overworld areas covered during the first three levels of the game are shown here. The later areas remain hidden to preserve the challenge. Use the map to plan your expeditions of discovery and to locate references from this review using the Island Grid Guide printed below. Remember that much remains hidden and that Link must look everywhere to find all the secrets of the isle.

ISLAND GRID GUIDE

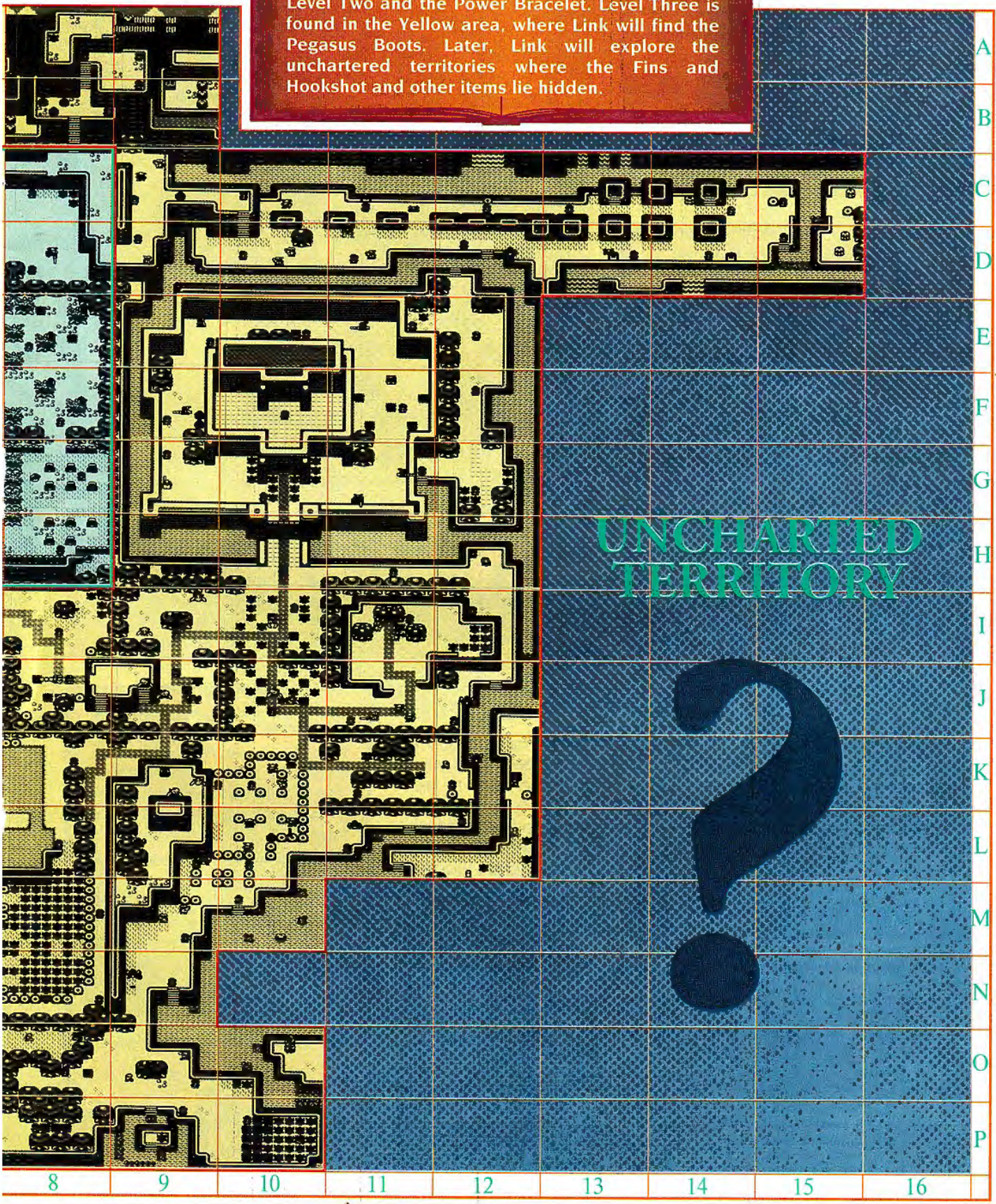
Link's Sword	3-P
Sleepy Toadstool	1-F
Witch's Hut	6-G
Raccoon	2-F
Tail's Key	2-E
Level 1 Entrance	4-N
Tool Shop	4-J
Tal Tal Heights	6-D
Bottle Grotto	5-C
M. Meowmeow's House	2-K
Kanalet Castle	10-F
Richard's Villa	7-N
Pothole Field	7-M
Level 3 Entrance	6-L





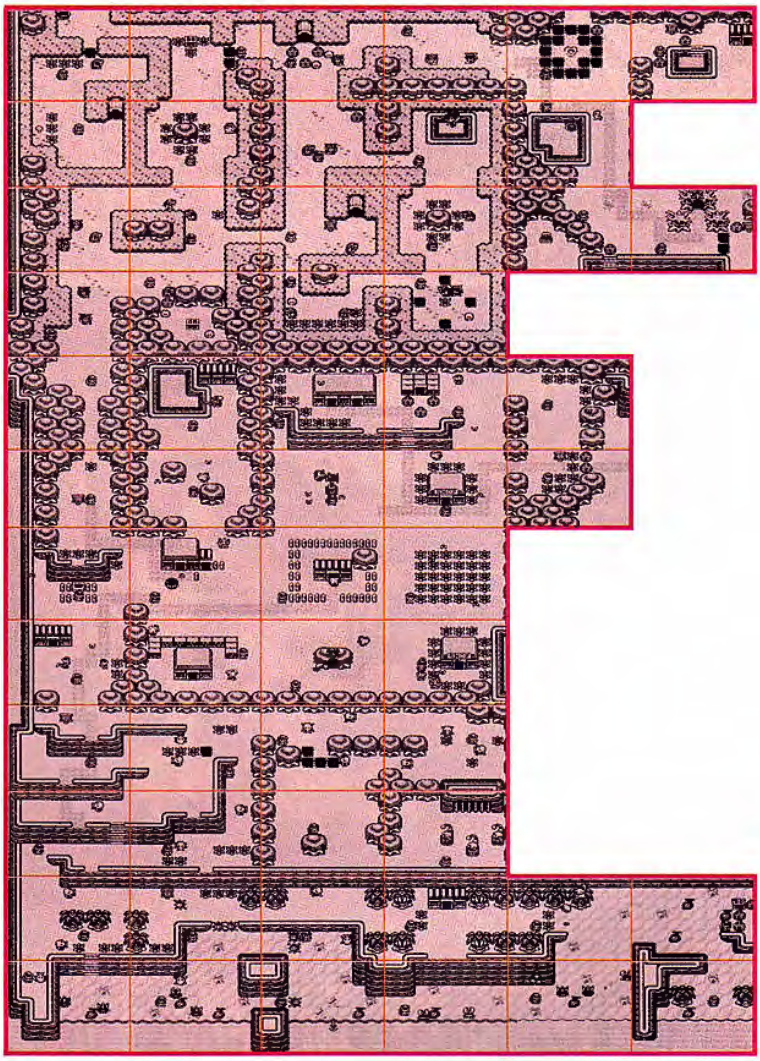
THE COLORS OF KOHOLINT

The map of the island has been divided by colored borders to indicate the areas you can explore while conquering each level. The Pink area is where you begin your quest, find the Sword and enter Level One. In Level One you'll find the Roc's Feather. The Blue area contains Level Two and the Power Bracelet. Level Three is found in the Yellow area, where Link will find the Pegasus Boots. Later, Link will explore the unchartered territories where the Fins and Hookshot and other items lie hidden.



THE QUEST OF LEVEL ONE

After Link washed ashore he was found by Marin, a young woman from the village. Marin and her father nursed the hero back to health, then they gave him a special Shield. Link's first job was to search for his Sword by the shore.

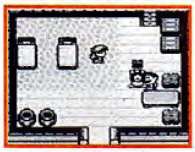


SWORD & SHIELD

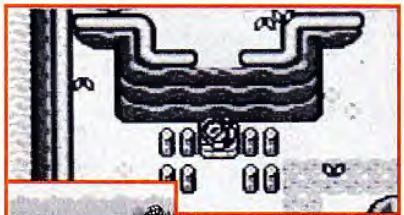
With his Sword and Shield, Link will be ready to face most of the perils he will encounter early in his quest.

THE SEARCH

Marin and Tarin give Link the Shield when he wakes up. He must travel to the shore, blocking enemies with the Shield. There in the waves he will find the Sword.



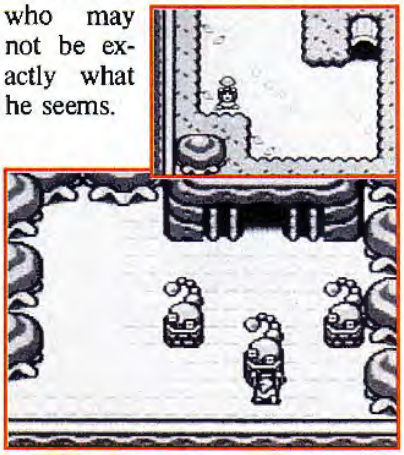
Use the Shield to block foes. Once you claim the sword, an owl appears, bearing a mysterious message.



Link needs Pieces of Heart to build endurance. The Well and the Fishing Game are two places to look.

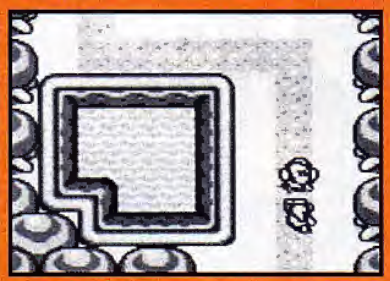
THE FIRST KEY

The Key to Level One has been kept safe inside this Chest. First you'll have to figure out how to pass through the Mysterious Woods. The key to that is to find the Mushroom where it grows in the Woods and to talk to the friendly Raccoon, who may not be exactly what he seems.



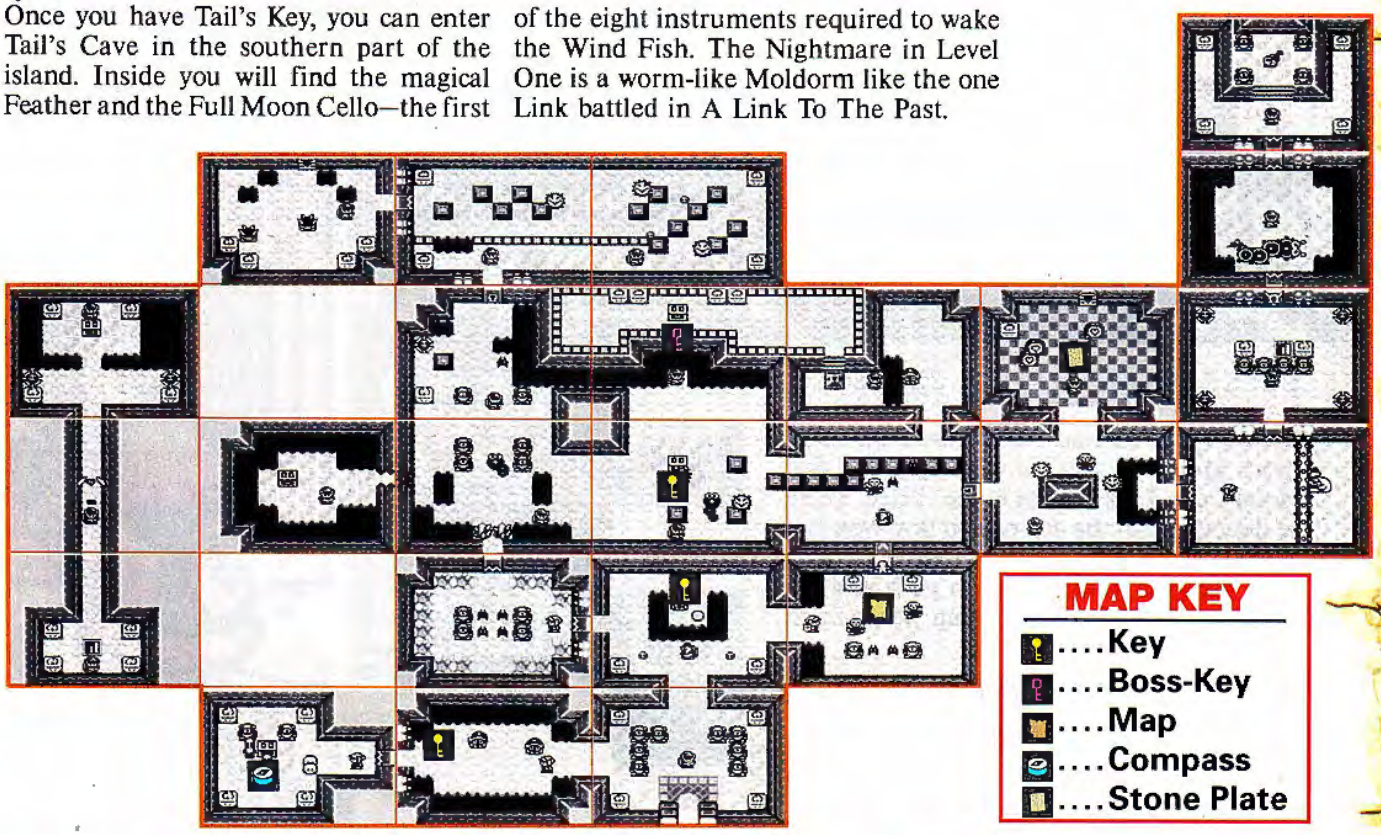
MAGIC POWDER

Once you have the Sleepy Toadstool, take it to the Witch's Hut. The Witch will transform it into a Magic Powder. Sprinkle the Powder on foes and stand back!



LEVEL ONE: TAIL'S CAVE

Once you have Tail's Key, you can enter Tail's Cave in the southern part of the island. Inside you will find the magical Feather and the Full Moon Cello—the first of the eight instruments required to wake the Wind Fish. The Nightmare in Level One is a worm-like Moldorm like the one Link battled in A Link To The Past.



MAP KEY

- ....Key
- ....Boss-Key
- ....Map
- ....Compass
- ....Stone Plate

1. SUITABLE STRATEGIES

These weird creatures bear the mark of one of the four suits from a deck of cards, but the marks continually change from Spades to Hearts to Clubs to Diamonds. The trick is to attack three of the card critters when their suits match. If the suits don't match, you won't defeat them and escape. When you defeat them, you'll obtain the Stone Plate with which you can read a secret message.

2. ROLLING BONES

The rolling spiked log is the least of your worries in this room. Watch out for the mini boss! He's vulnerable only when he hops, so hit him then.

MOLDORM

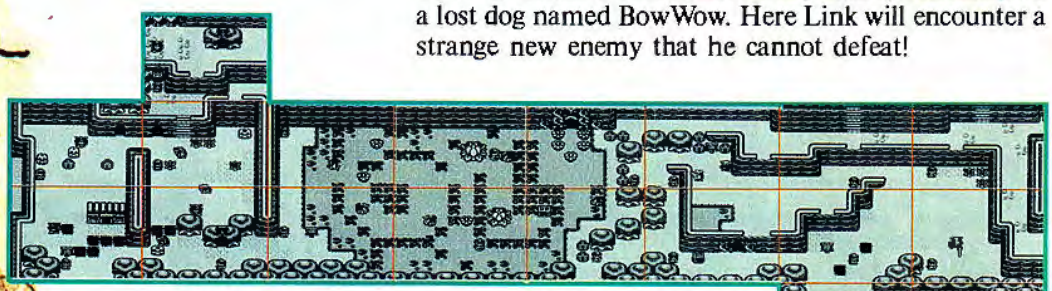
The Moldorm thrashes about on his platform, trying to swat Link into the abyss. Aim for the final section of the tail where the Moldorm is vulnerable to attack. If you fall off the platform, you'll have to make your way back to the boss' room.

ROC'S FEATHER

Once Link has the Roc's Feather he will be able to jump over obstacles. He needs this ability in many places, including here in Level One in the room with the rolling log.

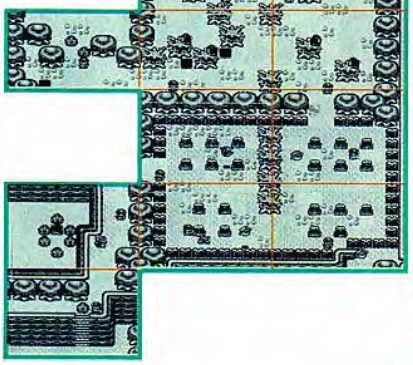
JOURNEY TO LEVEL TWO

With the ability to jump over obstacles and holes, Link now moves on to the uncharted highlands, searching for a lost dog named BowWow. Here Link will encounter a strange new enemy that he cannot defeat!



1. MABE VILLAGE

Following the glorious victory over the monstrous Moldorm, and the winning of the Full Moon Cello, Link returns to the village. There he discovers that the dog named BowWow has been kidnapped and taken north. After stocking up at the store, Link sets off in pursuit of the dognapper. Now that he can jump, he can reach the blue area of the map.

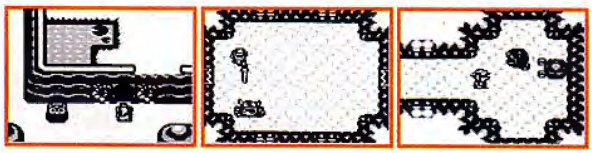


SHOVEL

Purchase the Shovel from the Tool Shop in the village for 200 Rupees. You'll need it to dig up treasures later in the game.

2. DOG RESCUE

Although BowWow probably greeted you in the village by chomping on your ankle, it is your job now to rescue him from the vile clutches of the Moblin who has taken him to the Tal Tal Heights. Once you've dispatched the Moblin boss, take BowWow with you to the northeast corner of the Heights where you'll find the Indigestible Flowers of Goponga Swamp. Link is helpless to destroy these plants, but BowWow can gobble them up and clear a path to the Level 2 entrance.

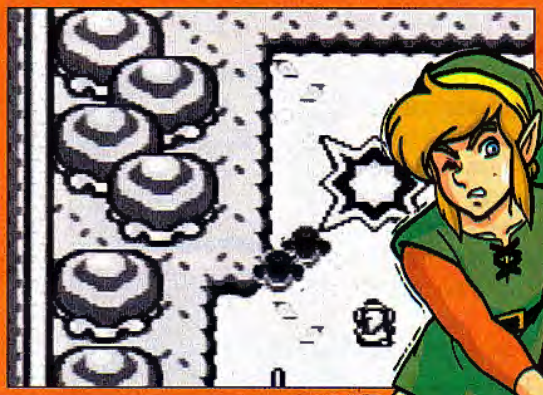


3. FLOWER POWER

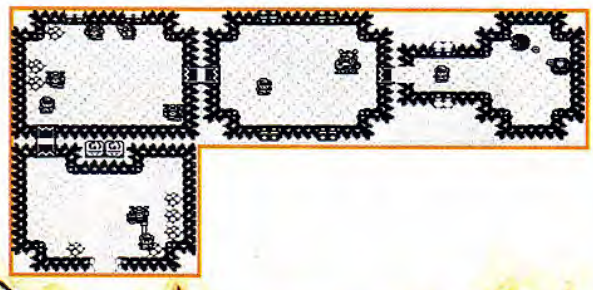
Link cannot beat the Indigestible Flowers of Goponga Swamp, but BowWow makes a light snack of the plants, thus opening the entrance to Level Two.

BOMBS

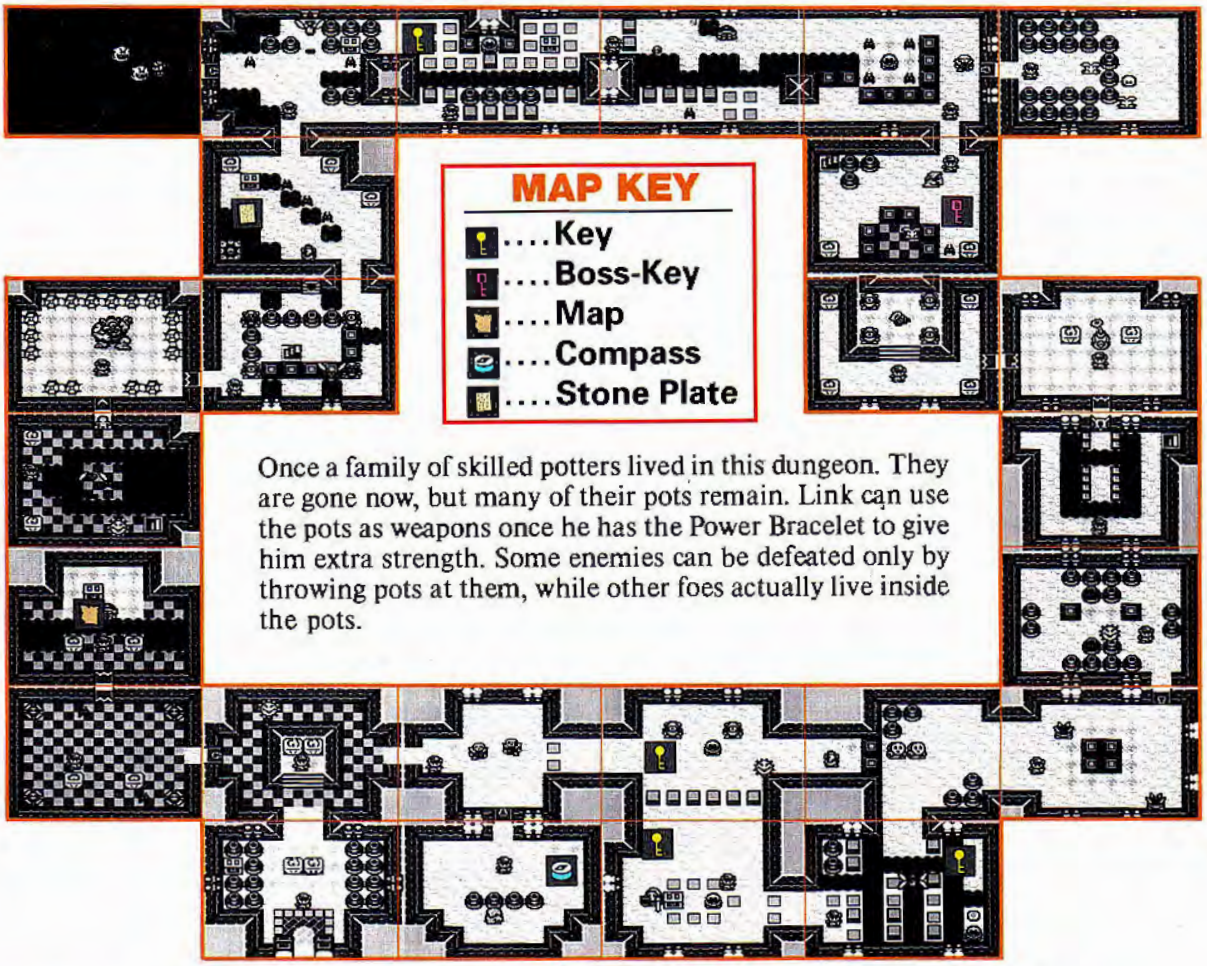
As in other Legend of Zelda games, Link can use bombs to open passages in walls and cliffs and floors. Once you have the Power Bracelet, you'll also be able to throw bombs at your enemies.



BAWWOW DUNGEON



LEVEL TWO: THE CAVE



Once a family of skilled potters lived in this dungeon. They are gone now, but many of their pots remain. Link can use the pots as weapons once he has the Power Bracelet to give him extra strength. Some enemies can be defeated only by throwing pots at them, while other foes actually live inside the pots.

1. POWDER LIGHT

Some of the rooms of this dungeon are lost in darkness. If Link casts some Magic Powder into the large lanterns, a flame will light up the room.

2. OLD ENEMIES

This room is filled with a trio of monsters from the original The Legend Of Zelda game. The rabbit-like Pols Voices can be defeated only by throwing pots at them. The Keese and Stalfos are easier targets. Link can use his Sword to put them in their place. Other familiar enemies will appear throughout the game.

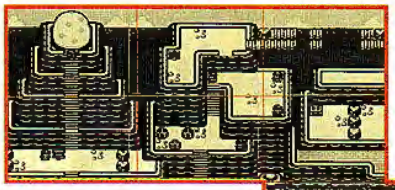
THE GENIE

The final pot in this dungeon holds a surprise. Inside lives a wicked Genie! Strike the pot with your sword, then lift it and throw it at the wall three times. When the Genie finally reappears, finish him off with your skillful swordplay.

THE BRACELET

The Power Bracelet gives Link the strength of many heroes. Now he will be able to heft huge boulders, push stones, hurl pots and smash masonry as if he were a giant. He will need this strength in Level Two against the Genie, and then in later stages to meet each new test.

VENTURE INTO LEVEL THREE

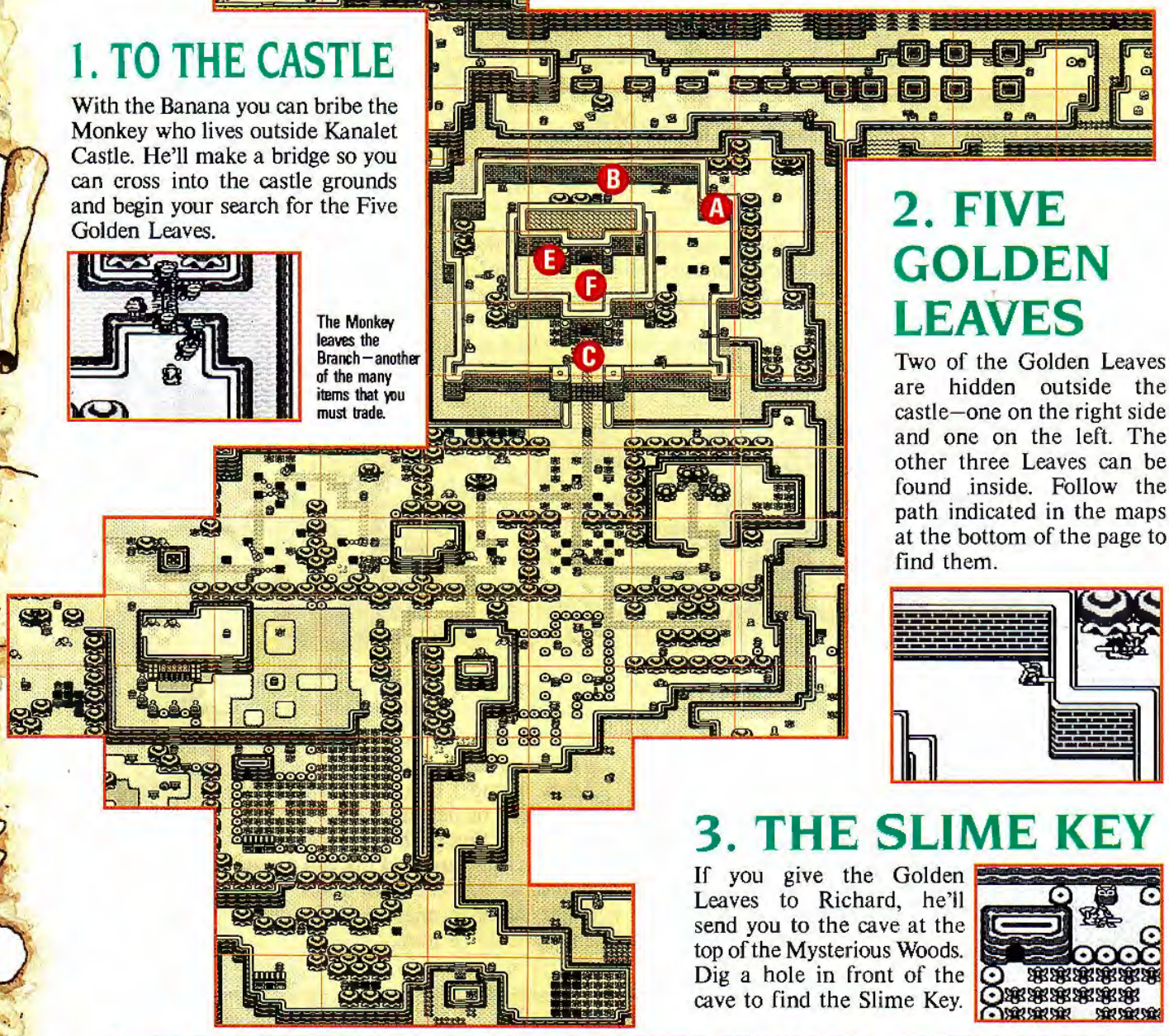


A vast region opens up to Link as he pursues the Nightmares. He must find the Golden Leaves around Kanalet Castle, then trade them for the Slime Key. In the end, he must enter Level Three and win the Boots and the Sea Bell.

1. TO THE CASTLE

With the Banana you can bribe the Monkey who lives outside Kanalet Castle. He'll make a bridge so you can cross into the castle grounds and begin your search for the Five Golden Leaves.

The Monkey leaves the Branch—another of the many items that you must trade.



2. FIVE GOLDEN LEAVES

Two of the Golden Leaves are hidden outside the castle—one on the right side and one on the left. The other three Leaves can be found inside. Follow the path indicated in the maps at the bottom of the page to find them.

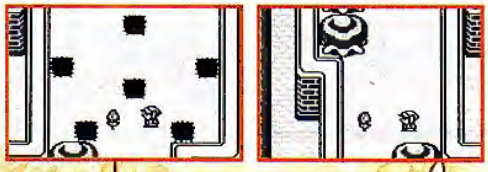
3. THE SLIME KEY

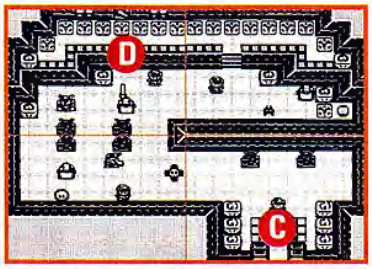
If you give the Golden Leaves to Richard, he'll send you to the cave at the top of the Mysterious Woods. Dig a hole in front of the cave to find the Slime Key.

CASTLE

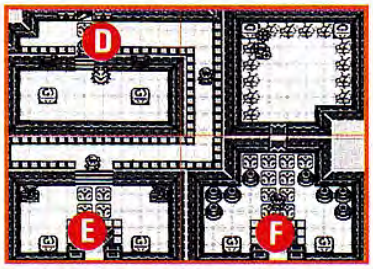
Follow the path indicated by the letters on the map of the castle.

A leads to B and B leads to C. Look for corresponding letters when the path leads through a door.



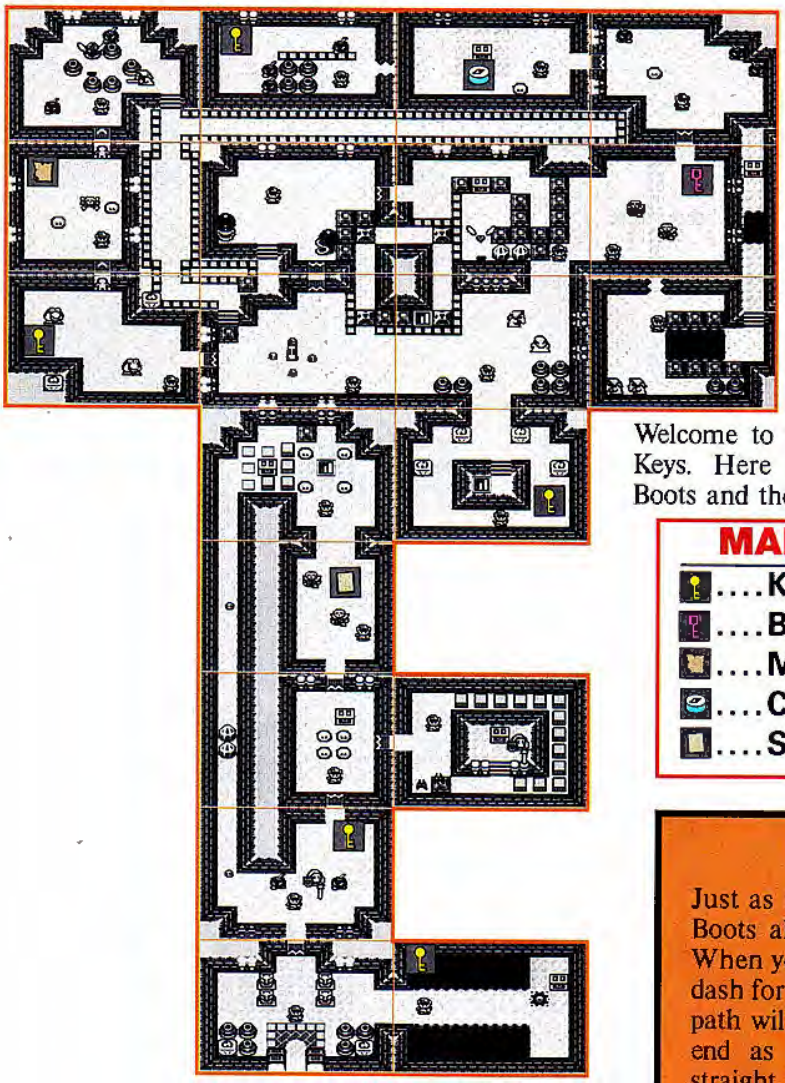


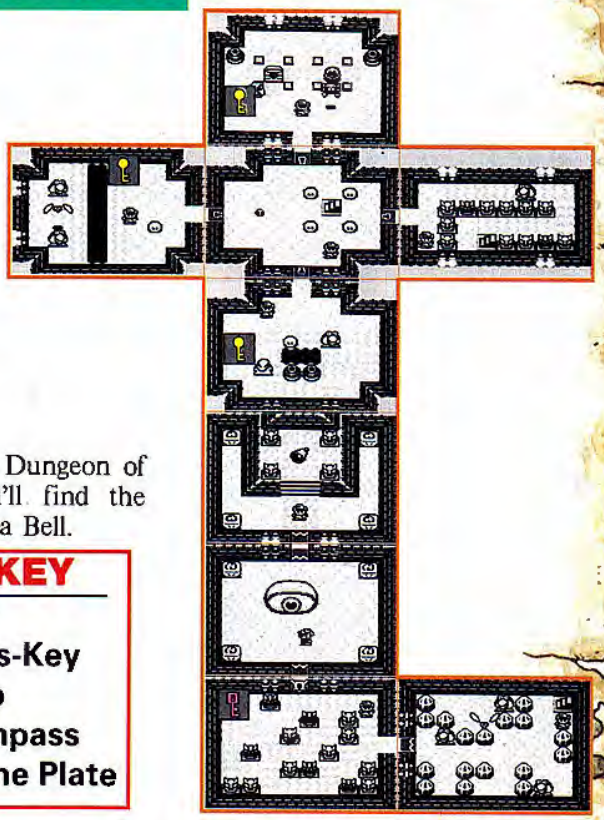
The Golden Leaf in this chamber can only be won through valorous feats. Battle the Armos Statues and all other foes until they are utterly defeated. All of the enemies must cease to exist. They must be eradicated!



In this palatial room Link must first use bombs to blow a hole in the wall. Two berserk foes rush through this hole to assail Link with the malice and cunning of mortal enemies. Link must concentrate on the left foe, for only that wretched creature will yield the coveted fifth Golden Leaf!

LEVEL THREE: DUNGEON OF KEYS





Welcome to the Dungeon of Keys. Here you'll find the Boots and the Sea Bell.

MAP KEY

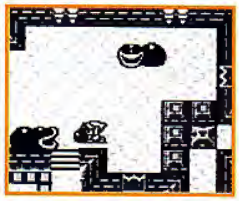
- ....Key
- ....Boss-Key
- ....Map
- ....Compass
- ....Stone Plate

PEGASUS BOOTS

Just as in A Link To The Past, the Pegasus Boots allow Link to use the Dash Attack. When you hold the A Button and run, you'll dash forward at high speed. Enemies in your path will meet a quick end as Link charges straight through them. You can also use the Dash Attack to knock holes in weak walls.

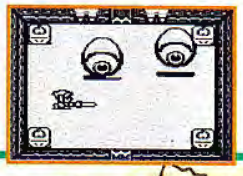
1. SNAKES & BOMBS

The two snakes are known for their voracious hunger. They'll eat anything, including Bombs. Link would do well to use this knowledge.



SLIME EYES

Link has reached the final room, but there is no Nightmare! Since you have the Boots now, Dash against the wall to release the Eye. The single Eye becomes two when you attack it. Fight each eye separately.



THE LINK TO MORE ADVENTURE

Now that you've explored the first three stages, you'll be ready to challenge the rest of this mysterious world on your own. Four more dungeons hold secrets unimaginable and dangers inconceivable. Peril lurks at every step! Beware the warnings of the owl and the eerie messages on the phone in the village. Look for a bird to fly you from the mountain to the sea. Once the eight instruments have been collected from the bowels of the dungeons, Link will play a song to awaken the sleeping Wind Fish in his egg atop the volcano. Is the world of Koholint and all of its inhabitants just a mirage in the sleeping mind of the Wind Fish? Is Link just a figment of a fish's warped dream? Find the answers to all these questions and more as the drama continues in Link's Awakening.

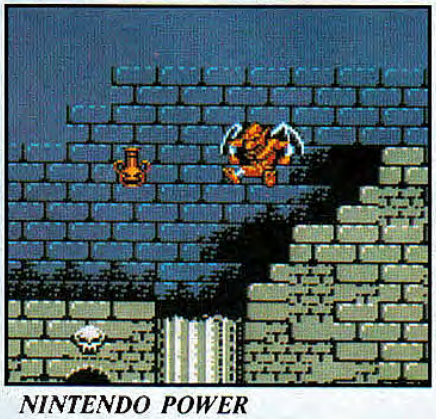
GARGOYLE'S QUEST II™

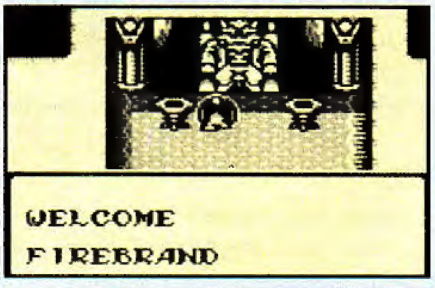
Trouble in the Ghoul Realm

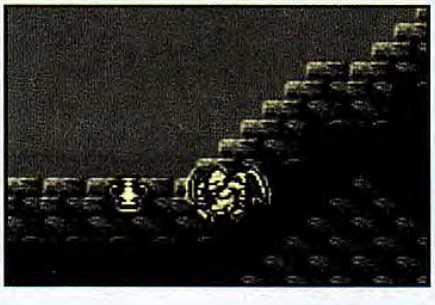
Darkness has fallen across the mystical world of Etruria, draining all the magic from the land. The Ghoul Realm's only hope lies in a young and powerful gargoyle who must test his strength against the ultimate evil. Firebrand's quest has begun.

Firebrand is Back!

All the action of Gargoyle's Quest returns to Game Boy in this strong sequel by Capcom. Sharp graphics and play control make it a winner. The jumping and flying may take a while to master, but once you do, the action becomes second nature. You may even wish you could fly like this in all action games. Unlike the first Gargoyle's Quest, the caves and castles are fairly easy to complete and require little exploring. The overworld is large and involved but places are easy to find. The story line is almost identical to the NES version of Gargoyle's Quest II, with only a few differences. Some of the action scenes have changed, and Firebrand has two magical powers that he did not have before. In short, if you have played the game on the NES, you won't have any trouble finishing this version.







NEW TRICKS

Firebrand is able to gain two new powers in this game that weren't available before. The Homing Fire is found in Desert Cave 1. It lets Firebrand will shoot a fireball that hunts down any enemy. The Move Spirit is found in Desert Cave 2. It allows Firebrand to preview an area without getting hurt.

Use the Homing Fire weapon to shoot enemies that are normally out of Firebrand's reach.

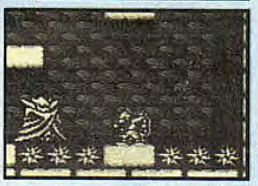
The Move Spirit is used to scout out an area before you enter it. Use it to locate all of the enemies.

FRIGHTFUL BOSSES!

Throughout the Ghoul Realm, powerful enemies have taken root. Firebrand must defeat each of these villains to complete his quest. After each enemy is defeated, Firebrand's powers will increase, so it's important to fight them in the proper order. Look ahead for tips on how to beat each of the evil bosses that have brought the darkness over the land. Don't forget to get a password from the nearest town before you fight a boss. That way you can restart with all your powers if you happen to fail.

The King's Ghost

After you talk to the King in King's Palace, his ghost will attack you. When you fight him, sneak behind him across the bottom of the screen. Fly to the top of the room and fire at the ghost. When it gets too close, swing back across the bottom of the room.



Serpentine Dragon

You fight this fiend after you obtain Argob's Pot. Stand under the lower platform to avoid his bouncing fireballs. Stand your ground and keep firing as fast as you can!

Twin Demons

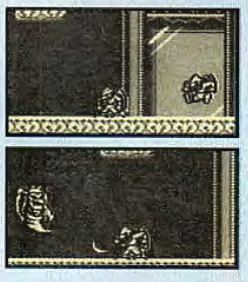
You will encounter these dastardly villains in Mt. Imaus on the way to Imaus Palace. Use the Homing Fire weapon so you don't need to aim your shots. Stay on the top platforms as much as possible.

Blowfish

This fish-like enemy is the boss of Hinom Woods. Try to keep the center platform between you and the blowfish. Fire a couple of shots as it floats across the room, then move to the other side. Watch out! The fish will try to blow you back into the spiked walls.

Doppelganger

Before you can see Lethe, you must defeat the Doppelganger. It will assume the form of a Gargoyle, your exact double. Avoid its attacks until the Doppelganger turns back into its original form, then attack as fast as you can with the Homing Fire.

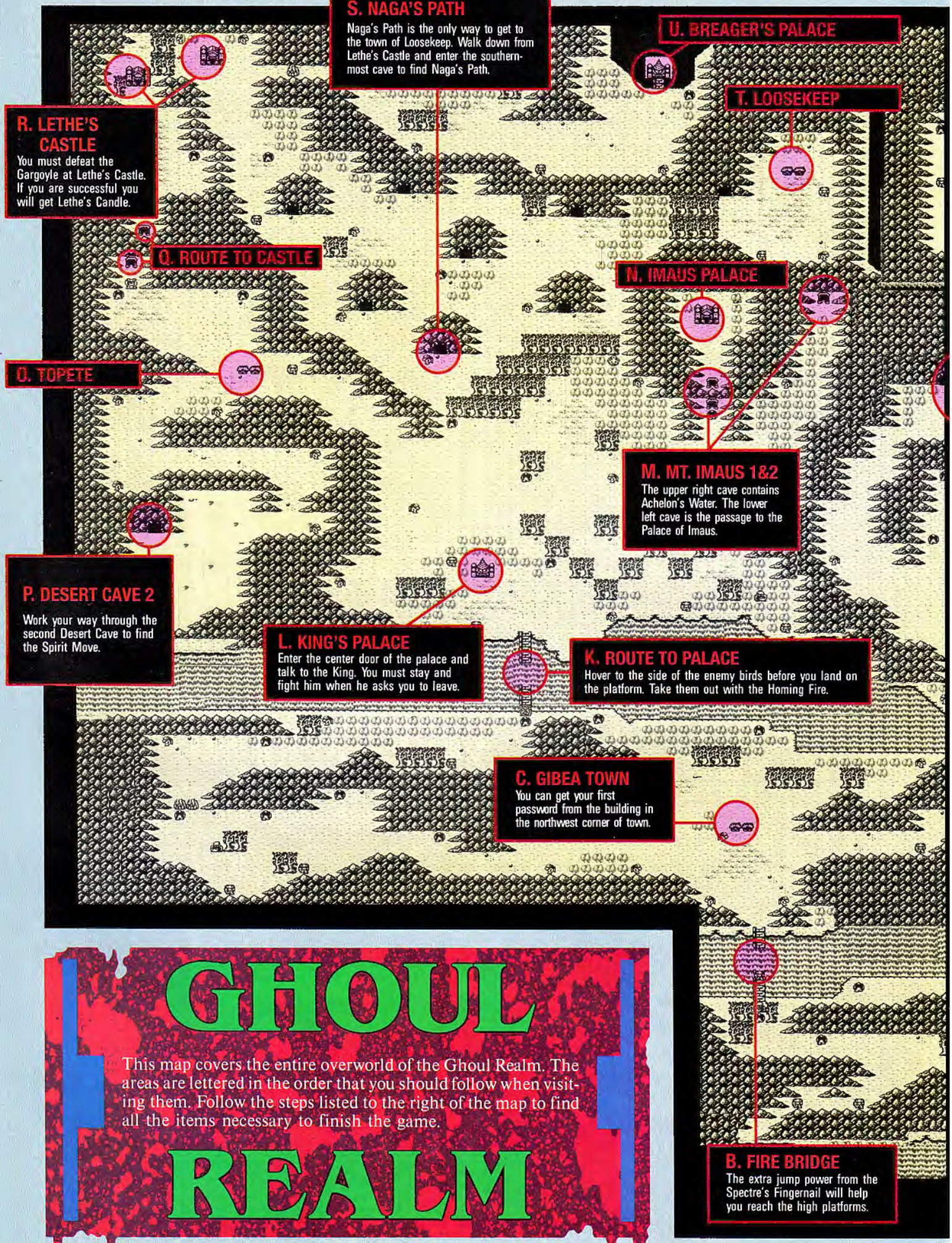


Water Creature

In Sittem Castle you will find an odd squid-like creature. This water creature attempts to ram into you, inflicting heavy damage. Stick to the ground when fighting this boss, and avoid the little squidlings at all costs or you won't be able to jump.

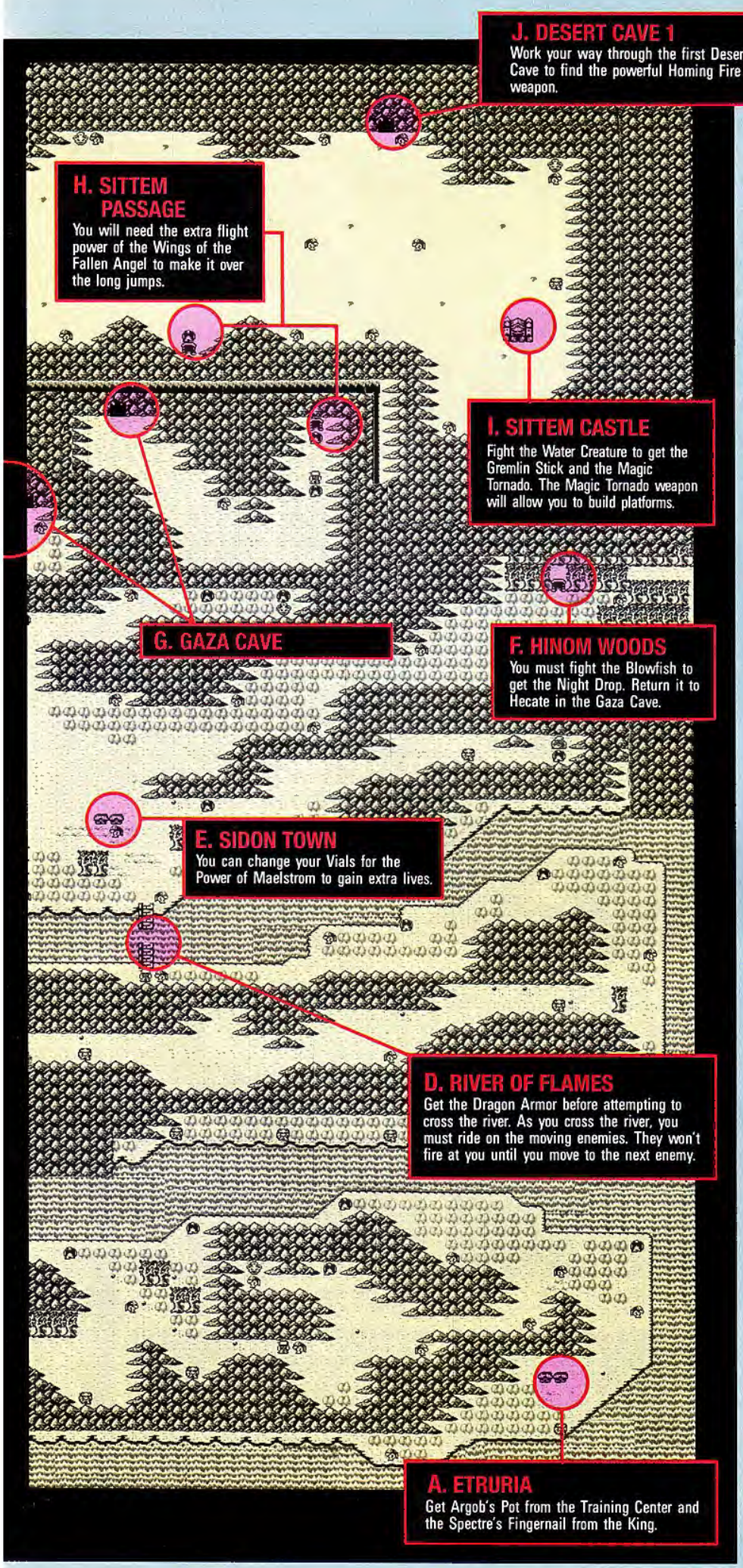
Breager

Once you get to Breager's Castle you must fight Breager himself. Hover to the left of Breager's head and fire a couple shots. When his fireballs come at you, move to the left to avoid them. Repeat until he is defeated.


S. NAGA'S PATH
Naga's Path is the only way to get to the town of Loosekeep. Walk down from Lethe's Castle and enter the southernmost cave to find Naga's Path.
U. BREAGER'S PALACE
T. LOOSEKEEP
R. LETHE'S CASTLE
You must defeat the Gargoyle at Lethe's Castle. If you are successful you will get Lethe's Candle.
Q. ROUTE TO CASTLE
N. IMAUS PALACE
O. TOPETE
M. MT. IMAUS 1&2
The upper right cave contains Achelon's Water. The lower left cave is the passage to the Palace of Imaus.
P. DESERT CAVE 2
Work your way through the second Desert Cave to find the Spirit Move.
L. KING'S PALACE
Enter the center door of the palace and talk to the King. You must stay and fight him when he asks you to leave.
K. ROUTE TO PALACE
Hover to the side of the enemy birds before you land on the platform. Take them out with the Homing Fire.
C. GIBEA TOWN
You can get your first password from the building in the northwest corner of town.
B. FIRE BRIDGE
The extra jump power from the Spectre's Fingernail will help you reach the high platforms.

GHOUL REALM

This map covers the entire overworld of the Ghoul Realm. The areas are lettered in the order that you should follow when visiting them. Follow the steps listed to the right of the map to find all the items necessary to finish the game.


J. DESERT CAVE 1
Work your way through the first Desert Cave to find the powerful Homing Fire weapon.
H. SITTEM PASSAGE
You will need the extra flight power of the Wings of the Fallen Angel to make it over the long jumps.
I. SITTEM CASTLE
Fight the Water Creature to get the Gremlin Stick and the Magic Tornado. The Magic Tornado weapon will allow you to build platforms.
G. GAZA CAVE
F. HINOM WOODS
You must fight the Blowfish to get the Night Drop. Return it to Hecate in the Gaza Cave.
E. SIDON TOWN
You can change your Vials for the Power of Maelstrom to gain extra lives.
D. RIVER OF FLAMES
Get the Dragon Armor before attempting to cross the river. As you cross the river, you must ride on the moving enemies. They won't fire at you until you move to the next enemy.
A. ETRURIA
Get Argob's Pot from the Training Center and the Spectre's Fingernail from the King.

START

In Etruria Town (A) go to the training center and retrieve Argob's Pot. After defeating the Serpentine Dragon, see the King to gain the Spectre's Fingernail. Leave the town and go to the Fire Bridge (B).

In Gibea Town (C) find clues about the town of Sidon. Exit the town and head West to find the River of Flames (D). Firebrand will receive the Dragon's Armor before crossing.

North of the river lies Sidon Town (E). Here you will learn about the Hinom Woods (F). Go to the woods and defeat the Blowfish. You will receive the Night Drop and the Magic Buster. Take them to Hecate in the Gaza Cave (G). In exchange you will get the Candle of Darkness and the Wings of the Fallen Angel.

Exit the Gaza Cave on the far right side to find the Passage to Sittem (H). Go to Sittem Castle (I) and fight the Water Creature. Get the Gremlin Stick and the Magic Tornado. Enter Desert Cave 1 (J) to find the Homing Fire weapon. Take the Gremlin Stick back to Gibea Town.

Go East from Gibea to find the Route to the Palace (K). Enter the King's Palace (L) and defeat the Ghost. You will get the Essence of the Ghoul Realm in the palace.

Go to Mt. Imaus 1 (M) to get Achelon's Water. Work your way through Mt. Imaus 2 and fight the Twin Demons to get the Candle of Poltergeist. Free the King in Imaus Palace (N).

South of Topete (O) you will find the Desert Cave 2 (P), where you find Spirit Move. Fight Dagon in the center of the desert to get his scales. Take them back to King's Palace to get the Essence of the Soulstream.

Work your way through the Route to the Castle (Q) to find Lethe's Castle (R). In the castle, defeat the Doppelganger to get Lethe's Candle. Go south and enter Naga's Path (S). On the other side of the path you will find Loosekeep (T). Here you will find the Magic Claw and the Hypogriff's Feather. Return to Lethe's Palace to get the Candle of the Ghoul Realm. After you obtain the candle you can enter Breager's Palace (U). Ahead of you lies The Final Conflict.

THE FINAL CONFLICT

T2
THE ARCADE GAME
July 11, 2029—The Skynet Computer has sent a T-1000 back in time to destroy the leader of the human Resistance, John Connor. A captured Terminator is Man's only hope in this war against the machines. You are that Terminator.

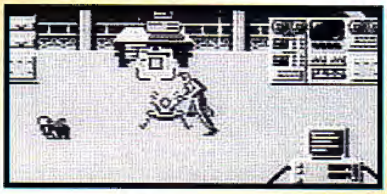
THE FUTURE IS IN YOUR HANDS

All the action of this popular arcade hit can now be played on Game Boy. Acclaim's T2: The Arcade Game is a shooter with the feel of the movie. The earlier stages of the game actually precede the story line of the movie, adding to the plot. The action takes place from the captured Terminator's point of view. As enemies are defeated, the screen will scroll to the right, revealing the next objective. Because it was originally a shooting game in the arcade, the action can be a little tough to control. Moving the cursor completely across the screen to shoot an enemy can be slow and aggravating. Finishing the late stages requires fast reflexes.

In T2 The Arcade Game, you are a Terminator reprogrammed to help Mankind.

On the battlefields of the future, you must defend the humans from the machines.

You must successfully attack the Skynet System before you can travel to the present.



In the present, destroy Cyberdyne Systems to change the outcome of the future.

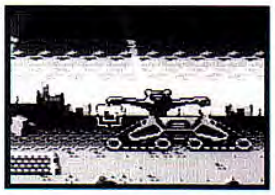
TERMINATOR™ 2: JUDGMENT DAY, T2, ENDOSKELETON and Depiction of ENDOSKELETON are trademarks of Carolco Pictures Inc. (U.S. and Canada); Carolco International N.V. (All Other Countries) and used by LJN, Ltd. under authorization. Sublicenses by Midway Manufacturing Company. LJN® and The Arcade Game™ are trademarks of LJN, Ltd. © 1992 LJN, Ltd. All rights reserved.

THE BATTLEFIELD

The battlefield is being overrun by the machine warriors. Defend the humans that you see at the bottom of the screen from their attacking foes. Use the missiles to hit the Flying HK's before they launch their high powered shots. Destroying the buildings will reveal needed Power-Ups.

Hit the fourth background building with a missile to get a 1-Up.

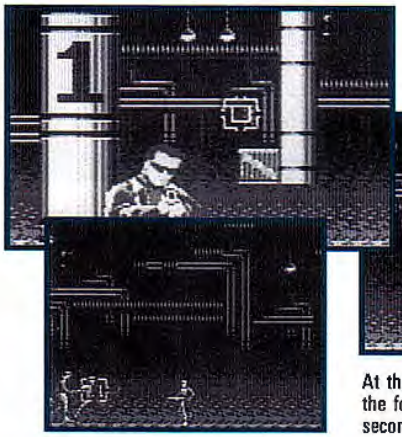
Guard the humans in the foreground or you'll lose your bonus.



To defeat the boss, destroy the guns then shoot the center.

HUMAN HIDEOUT

Defending the Human Hideout from the T-800s requires some fast shooting. When you fire at the enemies, avoid shooting at the smaller humans. Only humans enter the screen from the right side, so watch the left for T-800s.



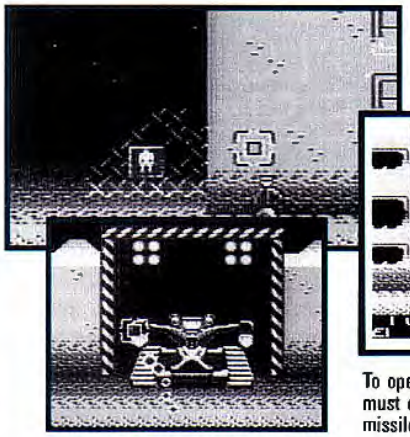
If someone enters from the right side, don't shoot.

At the beginning of the Human Hideout area, shoot the first box to find the 1-Up.

At the very end of the stage, shoot the four stacked boxes for the second 1-Up.

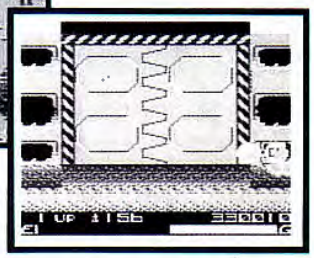
SKYNET

The Skynet area is broken into two different areas. In the first area you must defeat all the enemies. In the second area you must destroy each set of doors with your missiles on the way to the Skynet Computer.



You must destroy this Ground HK before you reach the boss.

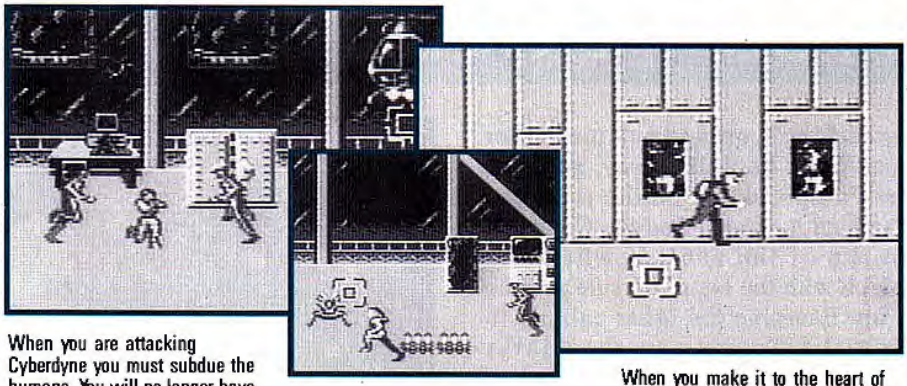
Shoot the fence that is just before the building. There's a 1-Up hidden behind it.



To open the door to the boss, you must destroy all six portals with missiles.

CYBERDYNE SYSTEMS

Breaking into Cyberdyne Systems is not as easy as you might think. Although you are the Terminator, you have orders only to subdue the humans. Try to keep the gun sight just below center on the screen, moving left and right to hit the enemies. Shoot the Helicopters as soon as they appear on the screen.



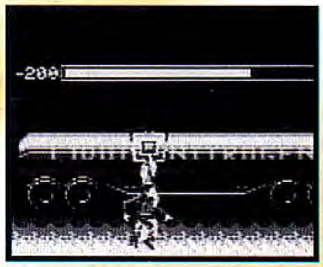
When you are attacking Cyberdyne you must subdue the humans. You will no longer have missiles for that extra punch.

If you shoot Sarah Connor, she won't drop the much needed Power-Ups.

When you make it to the heart of Cyberdyne, John will open the safe and retrieve the parts.

DANGER AHEAD

After you escape from Cyberdyne Systems, the T-1000 will be hot on your trail. You must protect John Connor at all costs. Defeating the T-1000 with the liquid nitrogen will buy you some time to get away.



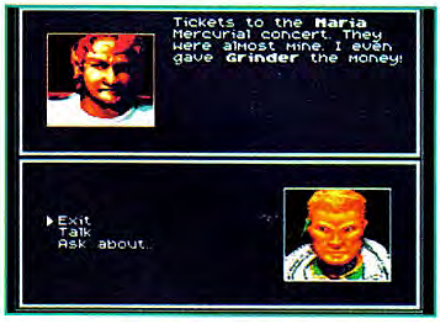
COUNSELORS' CORNER!

SHADOWRUN

HOW DO I OBTAIN THE LONE STAR BADGE?

Brian Griffith

To get the Lone Star Badge, go to the Club and talk to the bartender. He'll serve up your favorite, Iced Tea. Pick it up off the bar, but don't drink it. Someone else in the bar needs it more than you do. Walk over to the upset club patron and give him the Iced Tea. When you talk to him, he'll tell you that Grinder was there earlier selling Tickets to the Maria Mercurial Show. Ask him about Grinder next. He'll tell you that the Lone Star boys hauled Grinder off. Return to the man who offered to sell you grenades earlier. If you ask him about Lone Star, he'll offer to give you the Lone Star Badge. Put it on before you go back to the Morgue.



When you give the patron your drink, he'll tell you about Grinder and the show Tickets.

The patron also give you the keyword "Lone Star" when he tells you about Grinder.

So you wanna play Rent-A-Cop! I might be able to accomodate you. For 150 nuyen I've got a Lone Star ID badge. You want it?
Yes
No
Exit
Talk
Ask about..

When you ask the fence about Lone Star, he'll offer you a Lone Star Badge. Take it!

WHERE DO I GET THE CREDSTICK?

You must have the Credstick to use any of the Video Phones you come across. It's in the Morgue, but you shouldn't go back there until you disguise yourself so the workers won't recognize you as the stiff they processed earlier. Go to your room and Use your sunglasses to put them on. Cool. Put the Lone Star Badge on, too. Now go to the Morgue and talk to the chatty worker there. When you ask him about Grinder, he'll offer to pull his file for you. When he walks away, go Open the Filing Cabinet on the right and Examine it. You'll find the Credstick on top of the cabinet when you search with the hand. Be sure to Pick it up. Examine the other cabinet to find the Tickets to the Maria Mercurial show. Now you can use the Credstick to access video phones, and the bouncer at the club will let you in.

Examine the tops of the File Cabinets to find the Credstick and the show Tickets.

TINY TOON ADVENTURES
BUSTER BUSTS LOOSE

James St. Martin

HOW DO I GET PAST THE RATS ON THE BOOKCASES IN 1-C?

There are three bookcases in the library, and the copper switch on the floor makes the one in the center roll back and forth. Run up and over the case on the right, then avoid the falling books as you step on the first switch you come to. When the center bookcase rolls to the right, Dash up the right case until you're above the Rat on the left, then jump over to the center case to avoid the Rat that pops out from the right. Run to the top and across the top of the bookcase. Run down the left side and trip the next switch to make the center case roll back to the left. Repeat the Dash and avoid the Rats that appear on both sides by jumping back and forth between the two bookcases as you go up to the exit in the upper left.

Don't get beaned by the books that the Rat throws. When the Rat pauses, hit the switch.

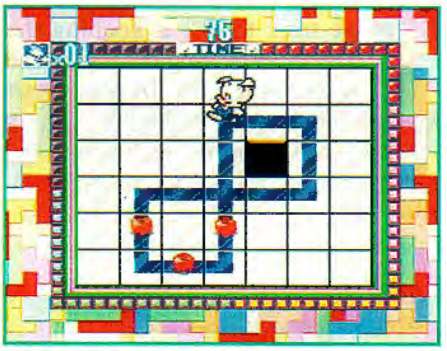
Dash up the right case. Jump to the center when you're above the Rat on the left.

Hit the switch to make the center bookcase roll back to the left, then Dash again.

HOW DO I HELP HAMTON COLLECT APPLES?

Between stages, you'll spin a wheel of chance to see which bonus game you'll get to play. Junction, one of the six, gives you a shot at four 1-Ups if you can make a road that Hamton can follow to pick up the four apples in the 99 seconds allowed. The play control is a bit confusing, so follow these steps to make a complete road: On the Control Pad, tap Left three times, Down once and Right once. That will move all pieces into place. Now press the A Button to make Hamton hurry.

You must complete the circuit so Hamton can reach all of the apples and earn 1-Ups.

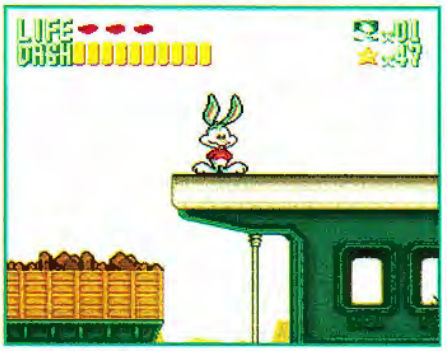


Press Left three times, Down once and Right once. Time's ticking away so press A to hurry.

HOW DO I JUMP OFF THE TRAIN IN STAGE 2-D?

Enter the Option Mode before you begin and make sure that your Left and Right Buttons are set to "Dash." After you defeat the cane man, walk to the far right. When floating blocks appear, use them to Skip over to the next section. Jump to the last car and walk to the right. Buster, on his own, will jump to the Engine. If, instead, Buster jumps off the train and you lose a life, reset your Right and Left Buttons to Dash.

Before you begin, enter the Option Mode and set the L and R Buttons to "Dash."



At the end of the line, the computer will take over and Buster will jump to the Engine.

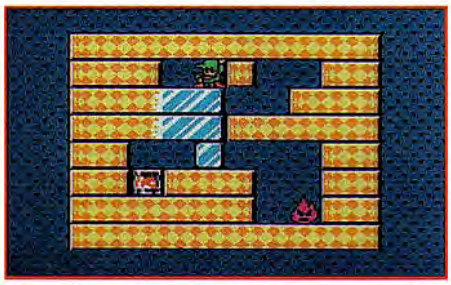
FIRE & ICE

HOW DO I PUT OUT THE FIRE IN LEVEL 6, ROOM 9?

Todd Bliechele

Your goal is to stack three movable blocks in the right side of the opening. Step up to the highest point and shove two single blocks left off the edge. It's stacking the third one on top that's tricky. Stand on the top block and place a stationary cube between it and the wall. Now go back to the right, slide a block onto the stationary block, and stand on it while you place another on your right. Step onto it, remove the block you were just on, and replace it with a stationary block. Stand on it, remove the upper right block, then hop down and remove the lower stationary block. Go to the upper left, face right, and place a block beside you. Turn left, remove the upper left block, and you're left with a stack of three movable blocks. Hop down to the left and kick them over one-by-one to put out the fire.

Slide two movable blocks in from the right. Stand on them while you place a stationary one in the open space on the left.

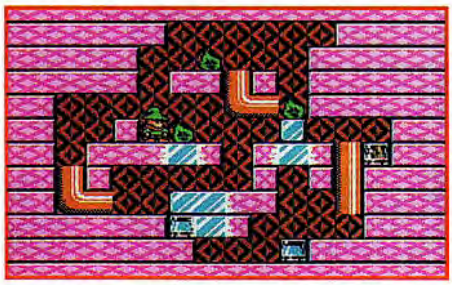


Slide a block onto the stationary block. Stand on it, put another on your right, then replace the left movable block with a stationary one.

Remove the upper right block, the lower stationary block, and put a third block back on the stack. Now remove the upper left block.

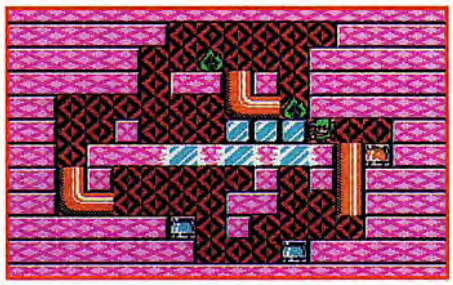
? WHAT'S THE SOLUTION TO LEVEL 9-2? ?

The trick to 9-2 is keeping the fire from turning the jars in the lower area into firepots. Start by covering the jar on the left with an ice block, then pop up through the tube on the left and remove the block from under the fire so that it drops into the lower chamber and lands on the ice block, not the jar. Now you can create a block and drop it through the opening above the flame to put it out. Next, slide two blocks over next to the fire on the right. Go down, remove the blocks you placed earlier in the lower left chamber, and go up the right tube. Drop the flame and block into the room below, then fill the gap and hop into the upper tube to go up to the chamber above. Put the fire there out, then jump down on the left, remove the blocks from under the tube, open the gap above the final flame, and create a block that you can use to put it out.



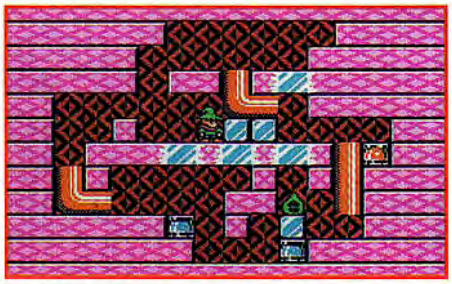
Cover the jar on the left with blocks. Go up the tube and take the ice from under the fire.

Stand on the high spot shown to create a block that you can drop on the fire to put it out.

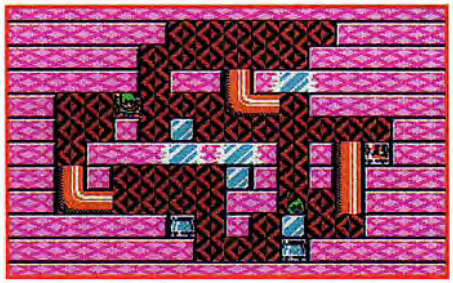


Shove two blocks under the upper tube. Go up to the right, drop fire and block, then fill the gap.

Slide up the center tube and make an ice block to push onto the flame above.



Drop the block on the left and shove the one on the right over into the firepot by the wall.



Remove the block from the opening above the last flame so you can push a block onto it.

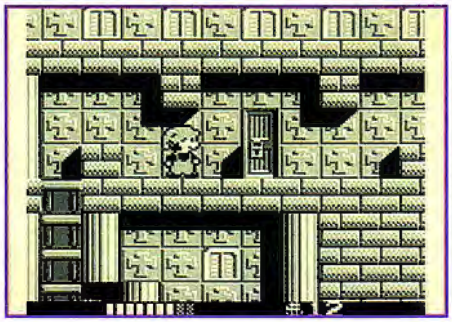
MILON'S SECRET CASTLE

WHERE CAN I GET THE LANTERN?

Chris Albrecht

You can buy the Lantern in the secret room on the far right of Level 1, but it will cost you a whopping $40. If you find the hidden Shop in Level 2, though, you can get the Lantern for only $15. Go to the center of the second level from the top of Room 10. Shoot at the space where the block was to make the Shop's hidden door appear. You can then enter the Shop and buy the Lantern at a bargain price. Use the Lantern to illuminate the pitch dark Well.

Sure, you can shell out $40 for the Lantern if you shop in Level 1, but you don't have to.

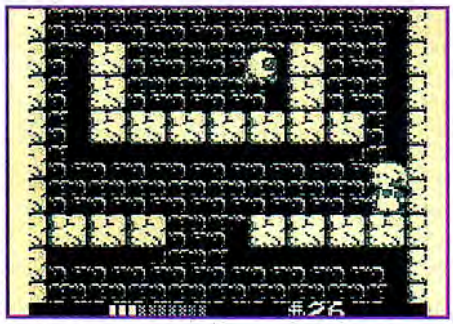


Shoot at the block in Level 2, Room 10. When it disappears, a door will replace it.

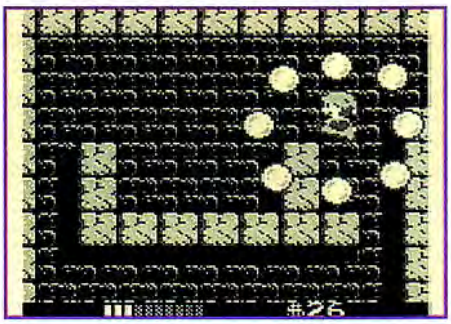
In this Shop, you can buy the Lantern for a much more reasonable price, just $15.

HOW DO I GET OUT OF THE WELL?

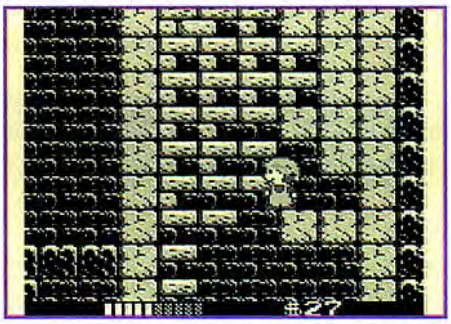
The easiest exit from the Well is the Red Balloon Warp. Defeat the ghost-like Octopus, which fades in and out, to make the Red Balloon appear. When you touch the Balloon, you will warp out of the Well. It's a piece of cake. If, on the other hand, you're trying to jump out from the upper level and you keep falling back in, hold Left on the Control Pad after you jump.



The Octopus ghost appears and disappears. Defeat it to make a Red Balloon show up.

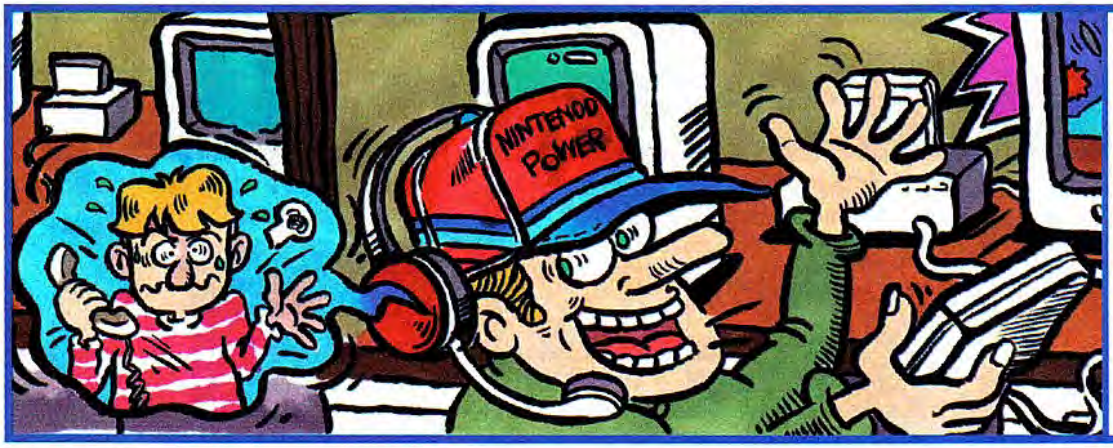


To Warp instantly out of the Well, simply touch the Red Balloon when it appears.



To jump out of the Well from the upper level, press Left on the Control Pad after you jump.

TAP THE POWERLINE: CALL THE NINTENDO PROS



WRITE TO:
Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

CALL:
(206) 885-7529
Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 a.m. to Midnight and Sun., 8:00 a.m. to 5:00 p.m. Pacific time.

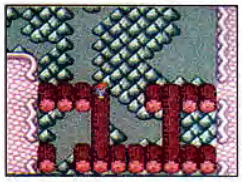
POWER PLAYER'S CHALLENGE

Send us your top scores! If you think you can beat these challenges, then you better get us a photo as fast as you can. After you meet a challenge, take a photo and send it to the address below. Be sure to include your name and address on the photo, because we can't show off your score if we don't know who you are! If you can think of a Challenge of your own, send us a photo and we'll try it out!

CHALLENGE

FINAL FANTASY MYSTIC QUEST

How long does it take you to get to Doom Castle?



Take a photo of the status screen showing us your time.

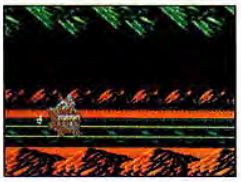
CENTIPEDE

What is your Highest Score on the Easy Level?

Try your hand at this arcade classic on Game Boy.

ZEN INTERGALACTIC NINJA

What is the Highest Score you can get?



Help save the environment while you rack up the points.

CYBERNATOR

What is the Highest Score you can get?

Remember to take a photo before you continue the game.

METROID II: THE RETURN OF SAMUS

What is your best Total Finishing Time?

Complete the game in under two hours to get the best ending.

KID ICARUS

What is the Highest Score you can get?

Finish the game without continuing to get the best scores.

TOP GEAR

How fast can you beat the Stonehenge Race?

You must be on the Championship Level to enter this race.

JEEP JAMBOREE

What is the Fastest Time you can get on the Arch Canyon track?

Be sure to race in the Practice Mode to get the best times.

PINBOT

How high of a score can you get on tbis classic pinball game?

Get to the other planets to really rack up the score.

POWER PLAYERS

STREET FIGHTER II

Finished Level 7 without continuing.

Mark Jasper College Station, TX	Finished
Reginald Kee Suitland, MD	Finished
Chris Brown Wheaton, MD	Finished
Matt Harmon Scarborough, ME	Finished
Ronald Orrungroj San Marcos, CA	Finished
Scott Leininger Schenectady, NY	Finished
Randy & Jason Beltran Garden Grove, CA	Finished
Donny Davis Houston, TX	Finished
Keoni Lota Honolulu, HI	Finished
Jason Bouska Clinton, IL	Finished
Kasey Tahiguchi Paia, HI	Finished
Evan Kelly West Haven, CT	Finished
Brandon Brown Lithonia, PA	Finished

PILOTWINGS

Highest Score on Level 4.

Michael Thrash	459 pts.
Stephen Jacquet Bedford Height, OH	415 pts.
Mike Piscitelli Elmhurst, IL	382 pts.

DESERT STRIKE

Highest Score on Mission 1.

James R. Schneider Jackson, MI	889,700
Seth A. Carson	878,200

WAVE RACE

Fastest Time on the First Track.

Mark Presby Warren, MI	30:38
Robert Bixby Sr. Bernard, ME	30:38
Jason Higham Orleans, ON	32:39

NES OPEN TOURNAMENT GOLF

Best Score on the Japan Course.

Gloria Runkle Windsor, PA	-17
Rene Robert Montreal, PQ	-17

TOP GEAR

Best Time on the Stonehenge Race.

Jeff R. Palmer Game Play Counselor	1:58:70

F-1 RACE

Best Lap Time on Course 1.

Jason Naylor Dinuba, CA	38:00
Paul Kimball Chicago, IL	38:55

PRINCE OF PERSIA

Most time left after beating Jaffar.

James McQuown & Jay Wingfield Tucson, AZ	42 min.
Pam Powers Pleasant Hill, CA	32 min.
Chad Pylant Pulaski, TN	30 min.
George M. Kish St. Louis, MO	22 min.
Kirk Castelluccio Antioch, CA	15 min.

SUPER MARIO KART

Fastest Time on Mario Circuit 1 Time Trial.

Ricky Innocent New Castle, PA	1:00:88
Joe Bastone Monticello, NY	1:02:46
Bryan Ashcraft Seattle, WA	1:02:54
Jonathan Gay Ocean Spring, MS	1:03:26

SEND US YOUR HOT SCORES!

Send us your name and address with a photo of your accomplishment! To take a photo of a NES or Super NES game, use a 35mm camera without a flash. Turn out the lights in the room, hold the camera steady and shoot your best shot! To take a Game Boy photo, place your Game Boy onto a flat surface, then take your photo using natural light. Make sure the system is included in your photo. Nintendo is not responsible for lost or late mail. All scores printed are decided by the Nintendo Power staff. All decisions are final.

Send to →

NINTENDO POWER PLAYER'S CHALLENGE
P.O. Box 97033
Redmond, WA. 98073-9733

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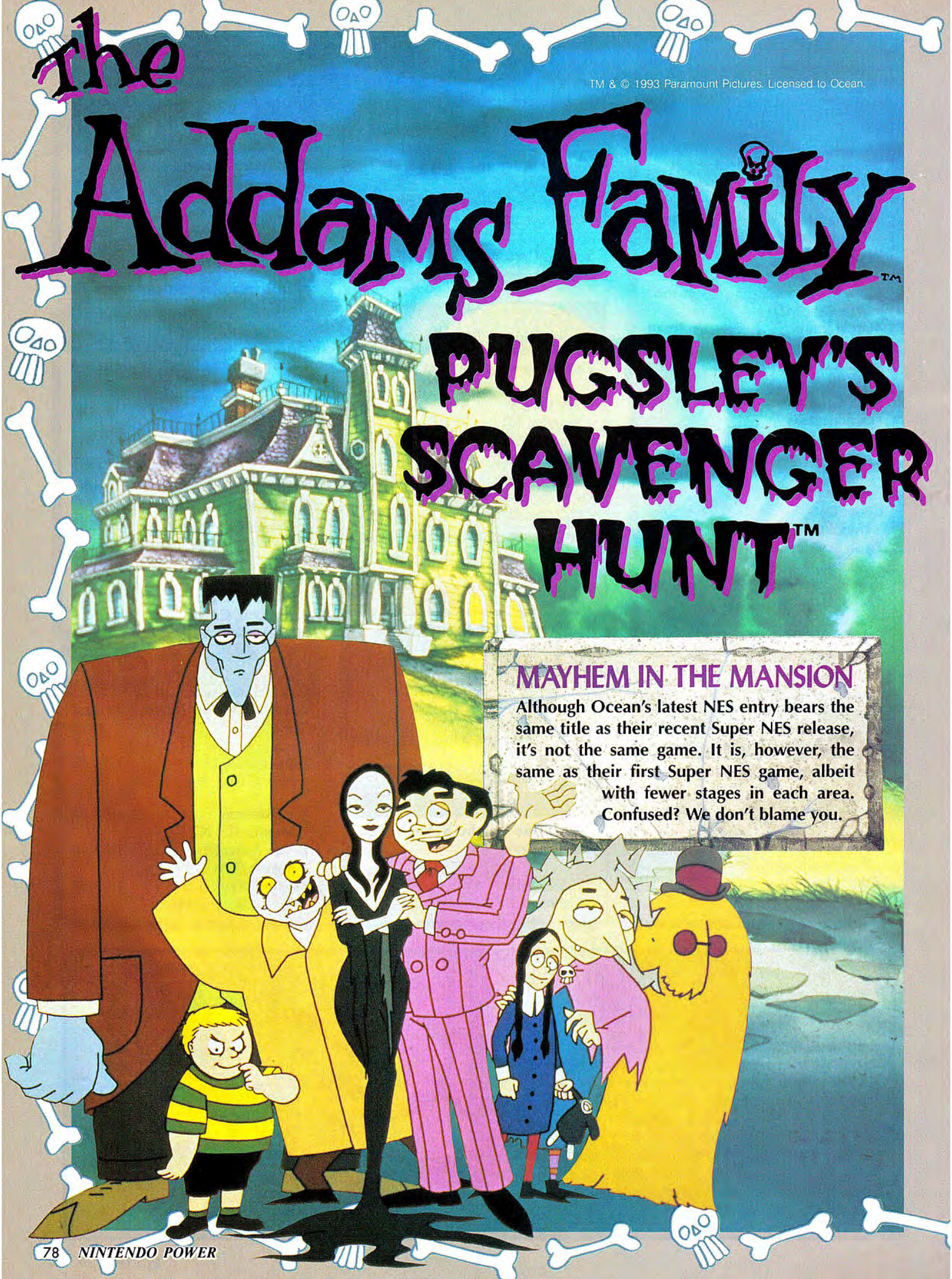
The Addams Family™

PUGSLEY'S SCAVENGER HUNT™

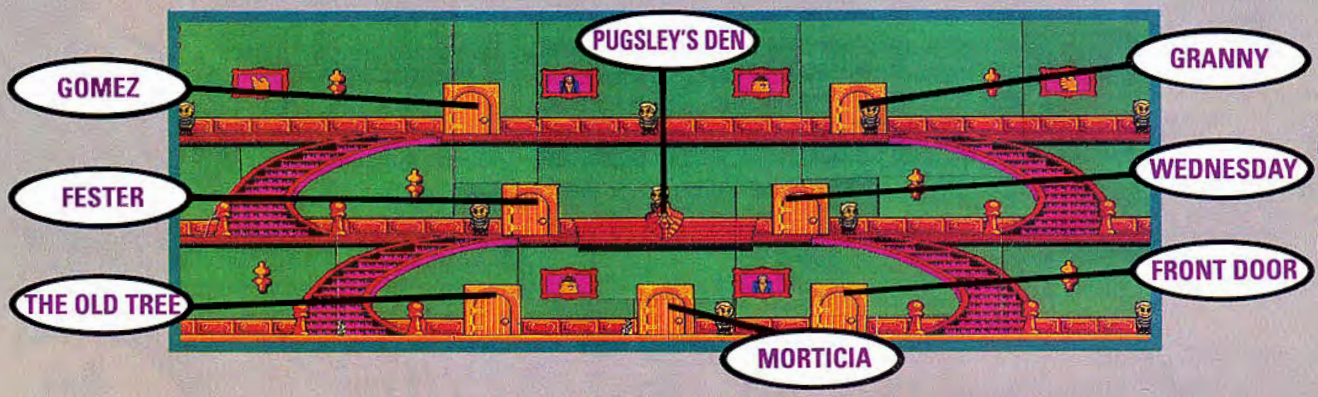


MAYHEM IN THE MANSION

Although Ocean's latest NES entry bears the same title as their recent Super NES release, it's not the same game. It is, however, the same as their first Super NES game, albeit with fewer stages in each area. Confused? We don't blame you.

INSIDE THE MANSION

The game uses the same maps as the Super NES Addam's Family, but there are fewer of them. (See Volume 35 for mansion maps.) This time Pugsley's Den, the hidden room where you pick up extra lives, is behind the Gargoyle on the second floor. You can enter the different rooms in any order, but you must save Morticia last.



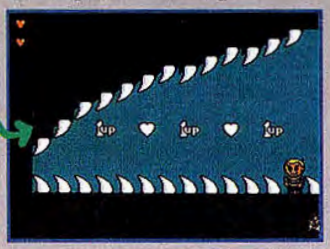
FIND FESTER

Pugsley is actually hunting for his fellow family members, who are being held captive somewhere in the house. Fester was last seen in the Portrait Gallery—with that wily witch, Abigail, who is probably scheming a plan to purloin the family fortune. Enter the Gallery through the left door on the second floor.

BEAR TRAPS

Most of the Bear Rugs that lie in the Portrait Gallery spit fur balls. Only one of them does not. Watch for it carefully, because inside its mouth are Hearts and 1-Ups. Simply march into the mouth to pick them up.

Watch for the lone Bear Rug that doesn't spit fur balls at you.



Step inside the Bear Rug's mouth to pick up Hearts and 1-Ups.

TAKE THE TRAIN

Board the Train to make it move, then be prepared to avoid the spiked stars down the line. It is safest either on the smokestack or beside it, depending on the positions of the stars.

Stand beside the smokestack and duck to avoid stars at this height.

To dodge the stacks of stars, stand on the smokestack and duck.

BOP THE BIG BIRD

You begin the game with only two Hearts in your Life Meter. Pick another one up early on by beating the bird that lives in the Old Tree. Exit to the tree through the left door on the first floor, then climb to its upper branches. It's an easy fight if you stand on the branch as pictured to the right. When the bird dips down to the left, jump on its head.

Climb up to this branch and wait there. The bird dips down to the right, then down to the left.

When the bird swoops down in your direction, jump and hit it on the head. It's an easy target.

WHERE'S WEDNESDAY?

You can find Wednesday either by going through the Conservatory or by using the underground passage that you'll find if you stand in front of the Old Tree and press Up on the Control Pad. Both paths have their perils, but both lead to the Family Tomb where Wednesday's being held by a great Goblin. You'd better hurry—it appears that's she's in no mood to wait.

THORN PASS

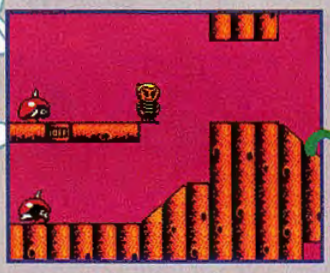
The door that leads from Thorn Pass to Wormy Way is on a ledge that's too high for you to jump to. To reach it, you'll have to bounce off the bird that flies in from the right. Stand on the right side, and when the bird flies by, jump up to the left, bounce off the bird and land on the ledge.

Walk under the door and wait on the right at the highest point possible.

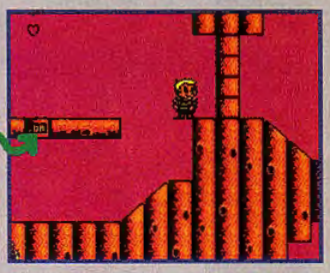
When the bird flies in from the right, wait for it to pass overhead, then jump up to bounce off it.

WORMY WAY

There are plenty of switches to flip along the way, but you don't want to change all of them because you can't always tell what effect they'll have. If you turn the switch shown in the photos below to On, you'll be stuck and forced to backtrack.



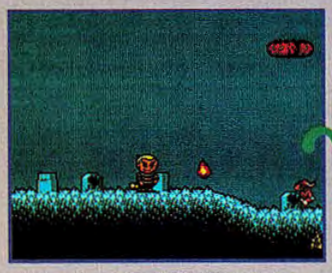
You can't always tell what a switch does until it's too late. Leave this one Off.



If you triggered the switch, you'll find yourself stuck in Wormy Way. You'll have to find a new route.

THE GRAVEYARD

It's ooky and spooky in the Graveyard. The enemies there scurry quickly, and Pumpkins drop fireballs from overhead. Wait until the Pumpkins get ahead of you, then follow behind, holding the B Button as you bounce from enemy to enemy until you reach the Tomb.



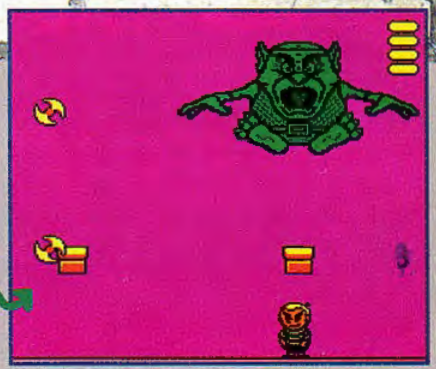
Wednesday waits in the Family Tomb. Let the Pumpkins light the way ahead. Follow at a safe distance.

With the Pumpkins leading the way, press B and bounce along on enemies until you reach the Tomb.

GET THAT GOBLIN

This mean green Goblin moves around in a square pattern. Stand on the left ledge until he moves down on the right side. Get your licks in, then stand under the right ledge as he comes back down above you. When he does, jump back up on the left ledge.

Jump from the left ledge onto the Goblin's head as he moves down the right side.



Wait under the right ledge until the Goblin starts to come back down that side. Jump back up to the left ledge and get ready to attack again.

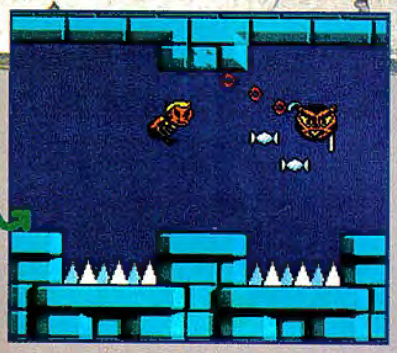
GO FOR GOMEZ

To find Gomez, you'll pass through the Games Room, the Toy Box, the Rack, the Toy Tower and the Playroom. Be sure to look for secret doors above the regular doors. Jump on top of the doorjambs and press Up to see if one is there.

THE PLAYROOM

The Playroom has plenty of perils, from spiked floors and ceilings to enemies who swing on chains. There are also Helmet Heads that throw spinning blades and Cannons that fire big red bullets. Sometimes the cannonballs are helpful, though. If you have to cross a big expanse of spikes, try bouncing off one to keep from being skewered. You can also rebound off cannonballs to reach Hearts and Candy near the ceiling.

Be patient. Wait for the Chainhead to swing back to the right before you try jumping to the next high spot.



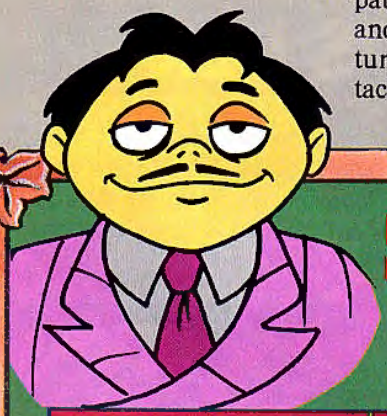
When it swings to the right, jump to the center and duck. When it swings back to the left, quickly jump over to the right.

THE MAD SCIENTIST

Gomez is guarded by a wacky Scientist, whose head floats up and down surrounded by circling knives. When he stops bobbing, it's a sure sign that he's going to throw the blades out to attack. When they're gone, he's vulnerable to your attack. Hit him on the head and retreat before the blades come back in. Wait patiently for another opportunity to attack.

When the Mad Scientist throws the blades out away from you, quickly attack and retreat before they come back in.

Bide your time until he stops to throw the blades out away from you again. Duck and dodge if they come your way.



SPIDER WITH A HEART

To earn another Heart for your Life Meter, find the door in Wormy Way that leads to this Spider on steroids. It moves left and right, bobbing slowly up and down. Jump from a ledge to attack when it descends.

Stand on the lower ledge to avoid the minispiders it fires. Wait for it to come your way.

Jump to the upper ledge, and when the spider drops towards the floor, jump down to attack.

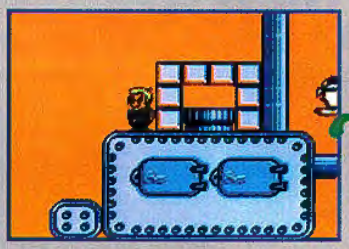
After your strike, repeat the same process in reverse from the opposite side of the room.

GRANNY'S COOKIN' IN THE KITCHEN

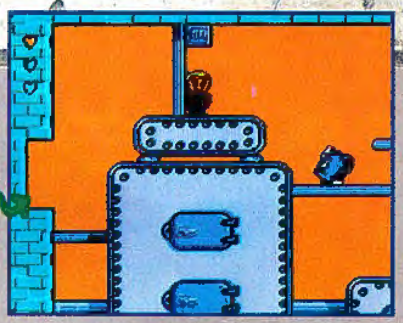
Teapots and teacups come to life in the Kitchen. Granny's left a hot trail in the Oven, which is off to the right, and a very cool dude waits with a Heart on the left. It doesn't matter which way you go first, but you might want to add that Heart to your life meter before entering the Oven. There are lots of switches to flip in this area, but you shouldn't mess with all of them. First you have to find the entrance.

THE HEAT'S ON

The entrance to the Oven is blocked by a row of blocks, so you'll have to find the switch that makes them disappear. There are also two hidden rooms in this area. Be sure to find them before you flip the switch. If you enter one after turning it Off, you'll have to go flip it again to clear the opening to the Oven. Look for the switch in the upper left, and search for one secret room in the upper left, another in the upper right.



The disc in the center of the box of blocks is the entrance to the Oven. Look for the switch in the upper left.

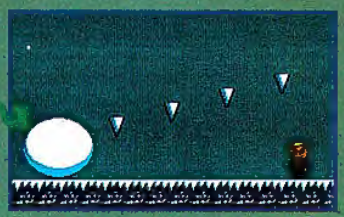


Find the secret rooms first, then turn the switch Off. When you return, the blocks will be gone. Stand on the disc and press Down.

MELT THE SNOWMAN

Now go from the furnace, into the freezer. From the Kitchen entrance, go left. There's a big Snowman behind the door, and he's hoarding a Heart. He rolls around, then stops on the right and throws two snowballs at you.

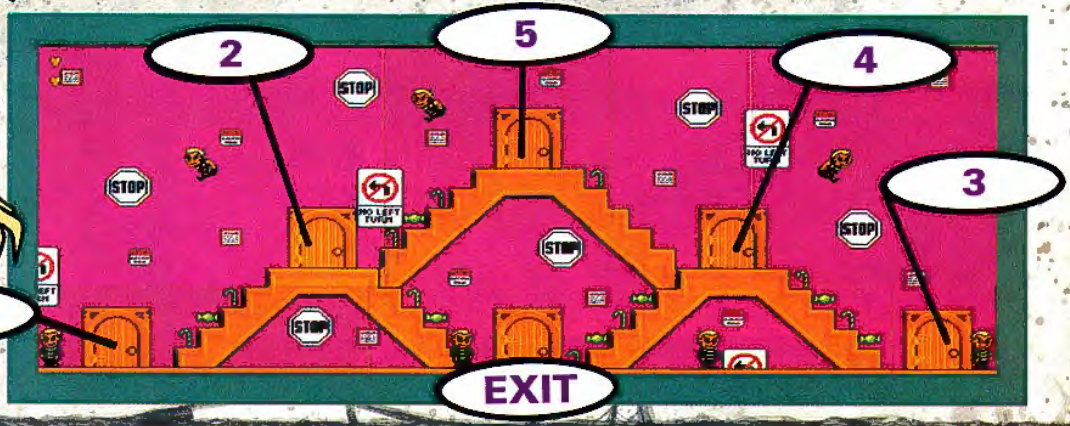
The Snowman always stops in the same place. Get ready to hit it as soon as it shapes up, then retreat.



Stand on the far right to avoid the falling icicles, then jump over the snowball when it rolls back that direction.

FIND PUGSLEY'S DEN

The entrance to Pugsley's Den isn't visible in the Hall of Doors, but it's behind the Gargoyle on the second floor, directly above the main entrance. Stand behind the Gargoyle and press Down. Just inside you'll find three 1-Ups, a Heart and a Shoe, but there's plenty more to be found. Stand on the upper left ledge and press Up to make a hidden door appear.

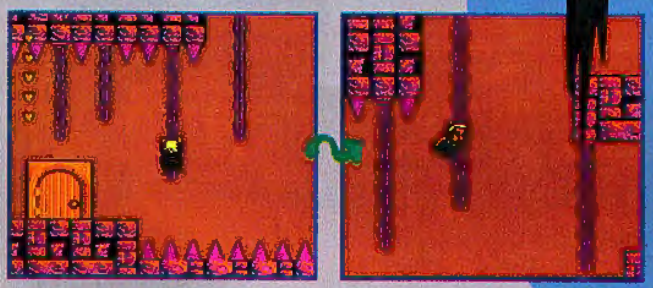


UNCHAIN MORTICIA

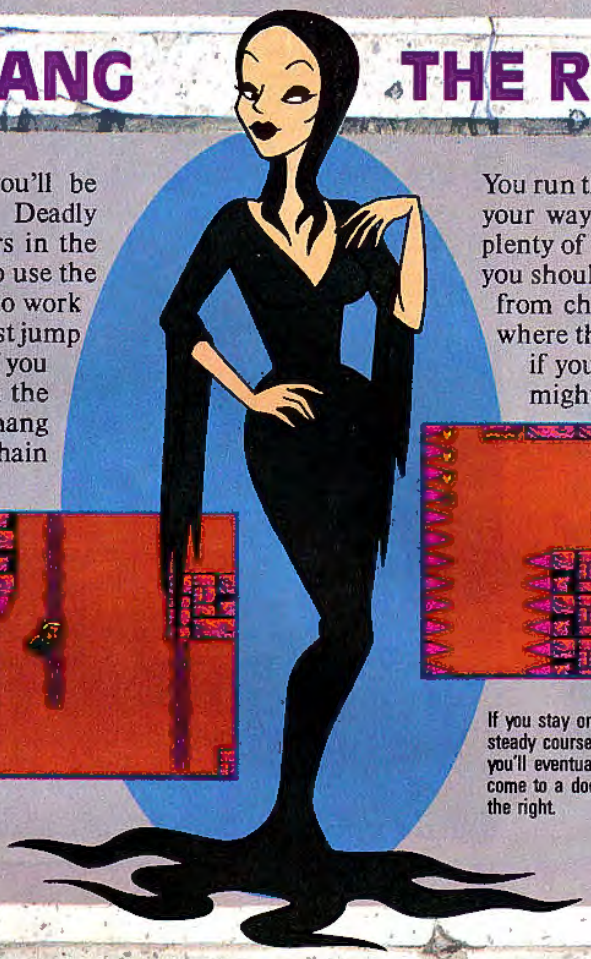
Once you've found all of the family members except Morticia, you'll be able to open the locked door in the Hall of Doors and start looking for her. She's the most well-hidden of all—you'll have to brave chains, caverns and catacombs to find her. Is Pugsley up to the challenge? Perhaps . . . . if he has lots of lives in reserve.

CHAIN GANG THE RIGHT WAY

It's Tarzan time—except that you'll be using chains instead of vines. Deadly spikes line the ceilings and floors in the first chain room, so you'll have to use the chains hanging from the ceiling to work your way over to the exit. You must jump from one chain to the next, but if you fly too high you'll be impaled on the ceiling spikes. To play it safe, hang from the very bottom of the chain before you jump.



Grab the chain, then hang from the very bottom when you jump to the next one. If you jump from higher up, you'll hit the spikes.



You run the danger of walking in circles on your way to finding Morticia. There are plenty of enticing openings to explore, but you should always keep moving, swinging from chain to chain, towards the right, where the exit is. Don't get sidetracked—if you wander off the direct path you might get lost.

Which way will it be? You can hop a ride and explore the area above, but you might get lost. Take the chain to the right.

If you stay on a steady course, you'll eventually come to a door on the right.

1. HEARTS

You'll find Hearts throughout the game, but you'll never find them in the quantity that you do in Pugsley's Den. When you collect all 27 of them, you'll earn a 1-Up. Go through the hidden door and enter the room on the far left to find 24 of them.

2. CANDY

Poor Pugsley has to keep his strength up. He has hoarded Candy galore in his Den, so go there to stock up before you go off on your search. If you pick up every piece of Candy in the Den, you'll earn an additional 1-Up. You'll need it.

3. THE SHOE

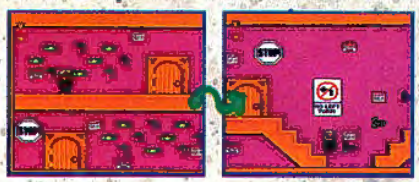
Go through the door on the far right to get the Shoe before you climb to the second tier and grab the hat. Wearing the Shoe, Pugsley can get the hat and jump back over the gap to exit, which is faster than floating down to exit from the lower level.

4. FEZI-COPTER

After you put on the Whirly-Fez, jump back to the door on the left and go to the room on the top tier as quickly as possible. If you're still able to fly when you get there, you can reach the room's upper level, where there is more to collect.

5. 1-UPS

If you get back to the upper room with the Whirly-Fez, fly to the upper level and enter the door there. Behind the door is a gold mine in 1-Ups—23 of them, to be exact, and they'll be replenished every time you start the game. Get 'em.



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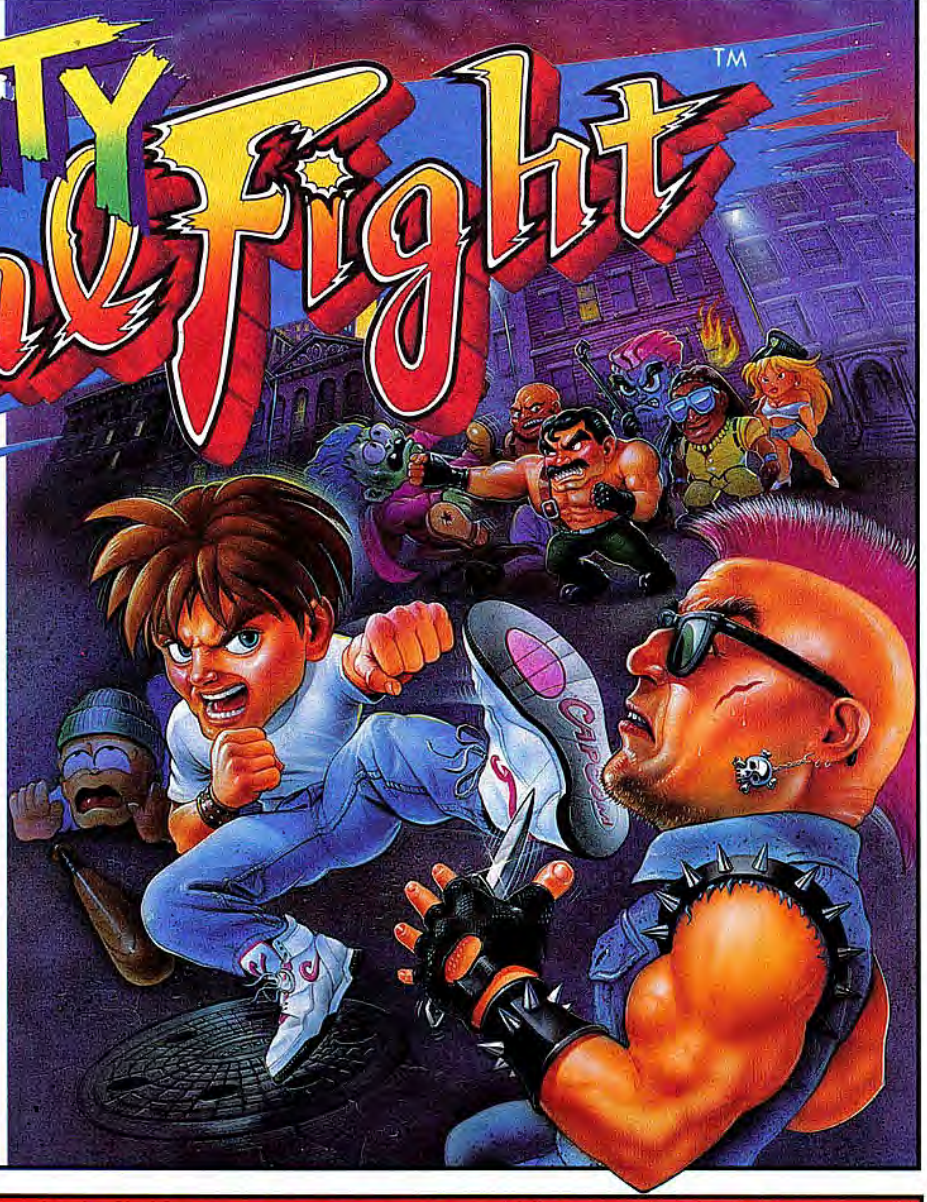
Mighty Final Fight™



THE MIGHTY WILL SURVIVE!

The world's crime capital, Capcom's Metro City, still isn't free from the clutches of evil, but Mayor Haggar and his pals, Guy and Cody, are working on it. Derailing the vile Mad Gear Gang will be a difficult task, though. They control most of the city.

HEROES AND MAD GEARS

The Mad Gear Gang leader ponders his next conquest: Mike Haggar's daughter, Jessica.

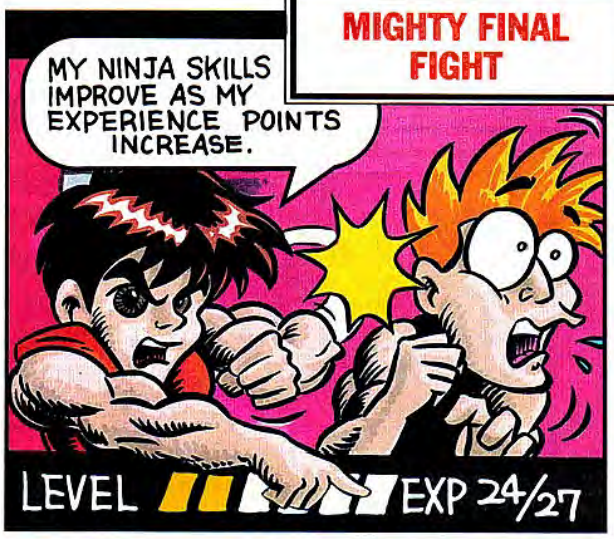
All sorts of wild punks and thugs inhabit the streets of Metro City. It seems as if there is a never-ending supply of them!

Mayor Haggar gets the call while working out in the gym. Jessica's been kidnapped!

Five related factions of the Mad Gear Gang control the major areas of Metro City.

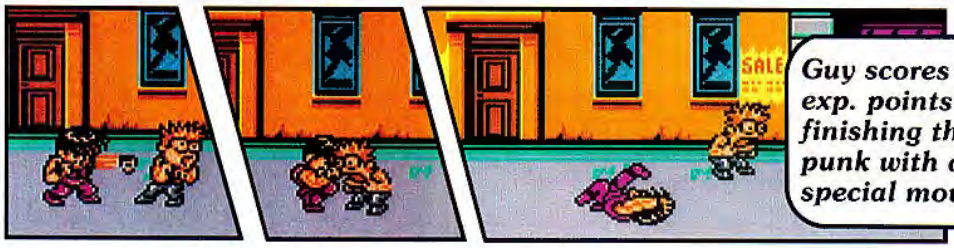
THE SLUMS

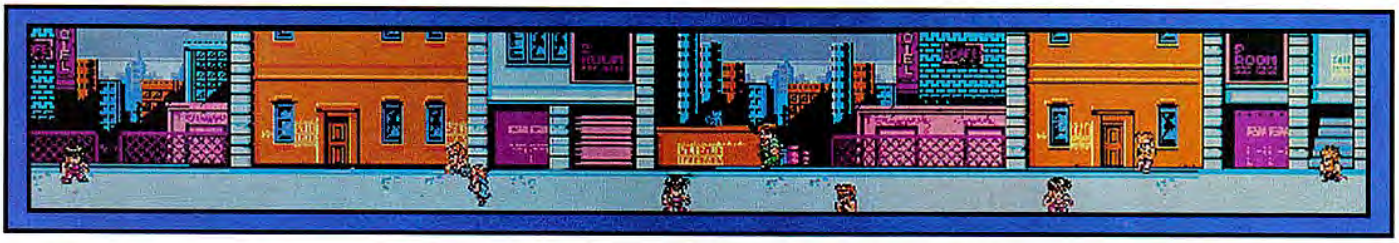
MIGHTY FINAL FIGHT



POWER MOVES

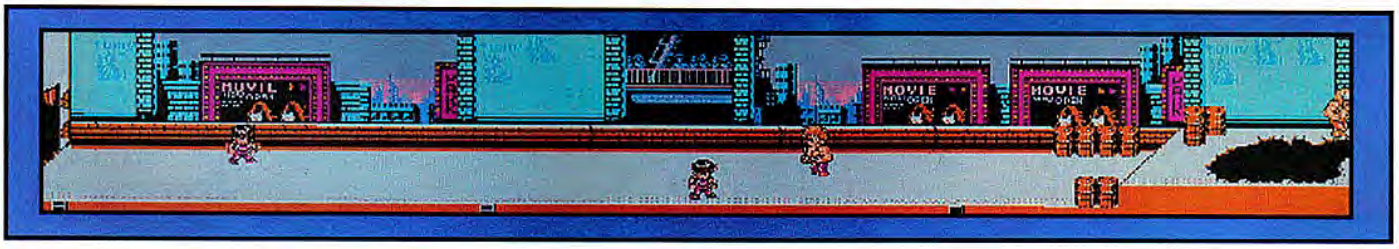
You can choose to play as any of three characters—Guy, Cody, or Mayor Mike Haggar. Each one has different abilities and different styles of fighting.



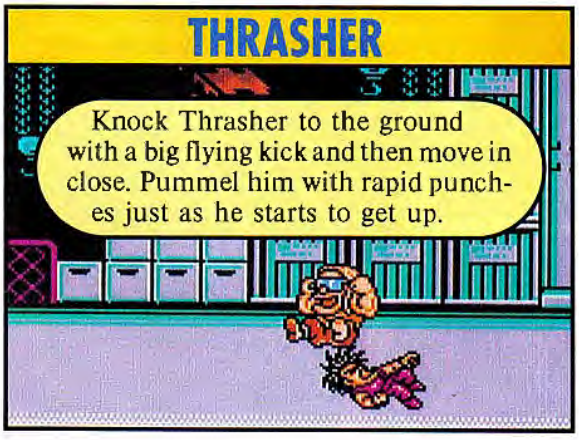


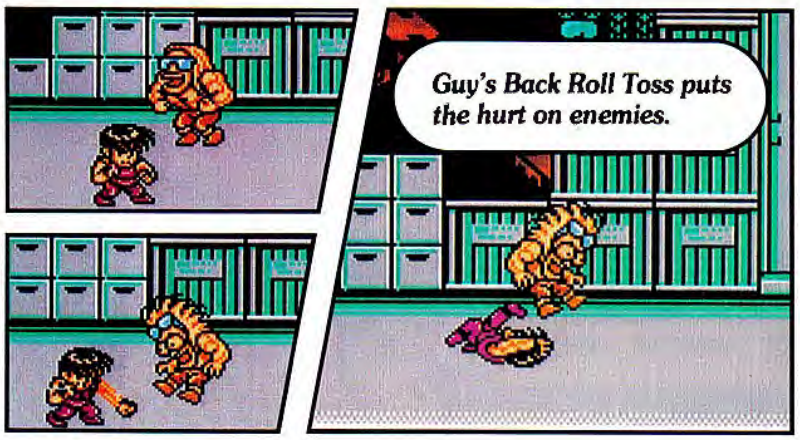
BONUS ROUNDS

Several times throughout the course of the game, you'll encounter Bonus Rounds. Smash the steel drums to reveal various Power-Up Items and special weapons.

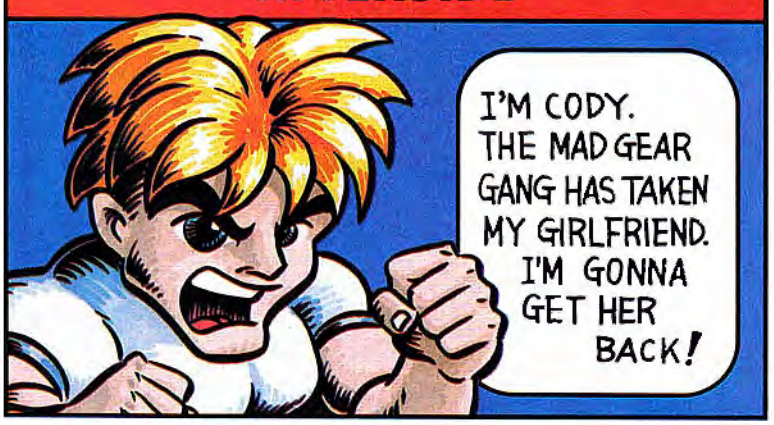


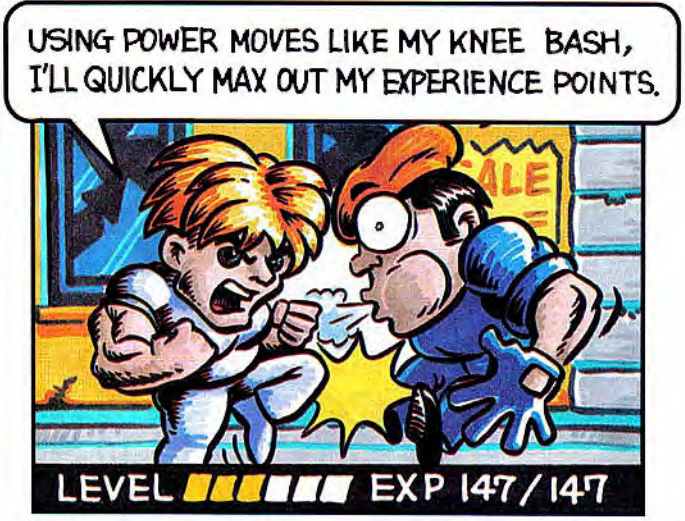
THRASHER


Knock Thrasher to the ground with a big flying kick and then move in close. Pummel him with rapid punches just as he starts to get up.



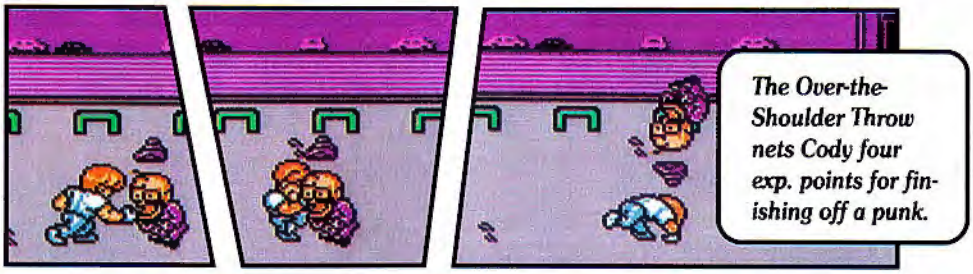
RIVERSIDE

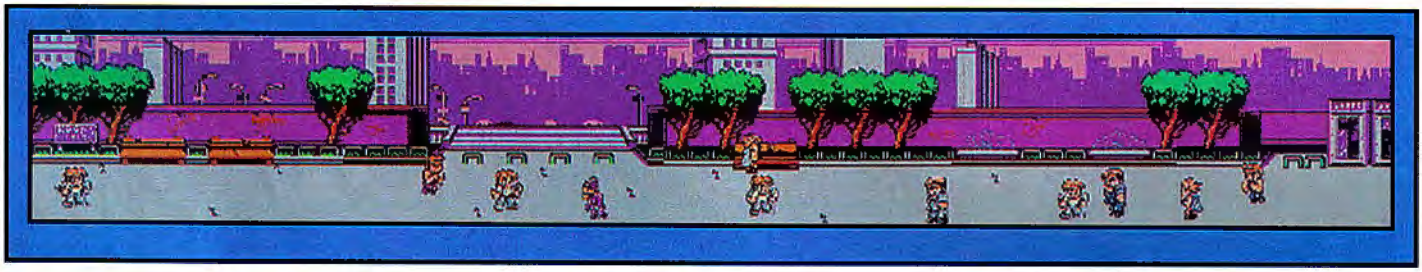




KARATE MASTER

Cody, Jessica's boyfriend, has been practicing karate since he was very young. He has recently created a new style of fighting by combining boxing skills with karate moves.



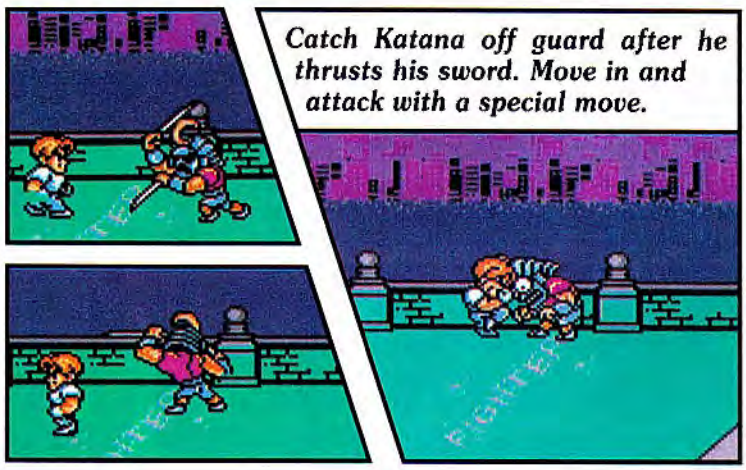


DOUBLE UP

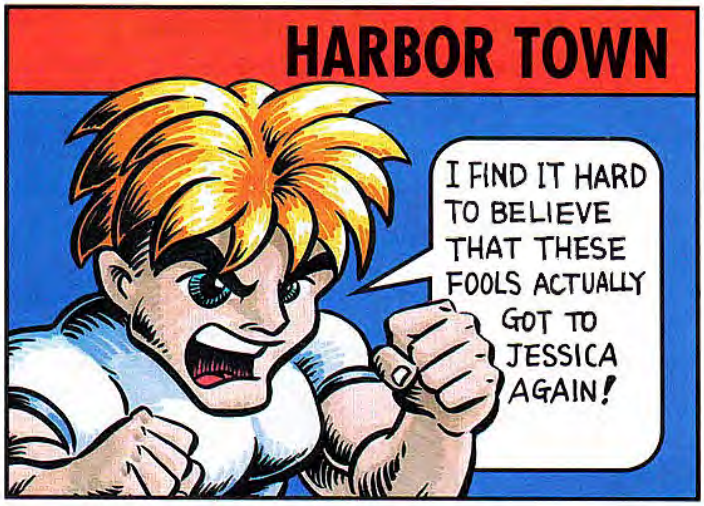
Use the Over-the-Shoulder Throw to toss an enemy directly at an approaching enemy. You can do serious damage to two punks without even having to lay a hand on either of them!

KATANA BROTHER

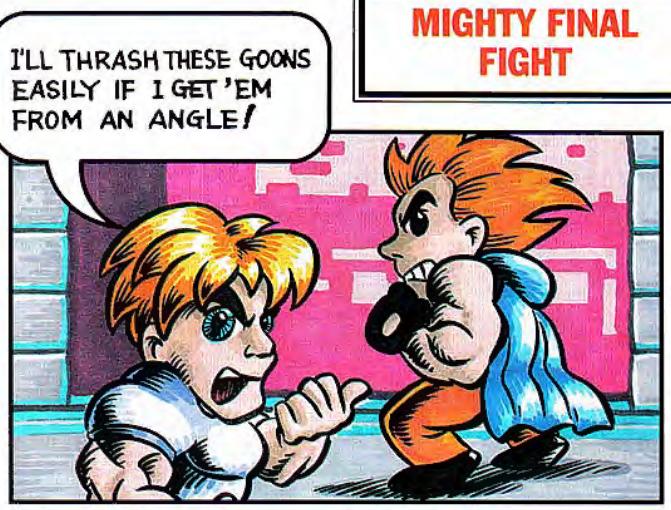
This sword-wielding warrior can't be taken lightly. His armor protects him very well. Stay in the middle of the screen and wait for him to walk slowly toward you. If he charges, quickly move out of the way.



HARBOR TOWN

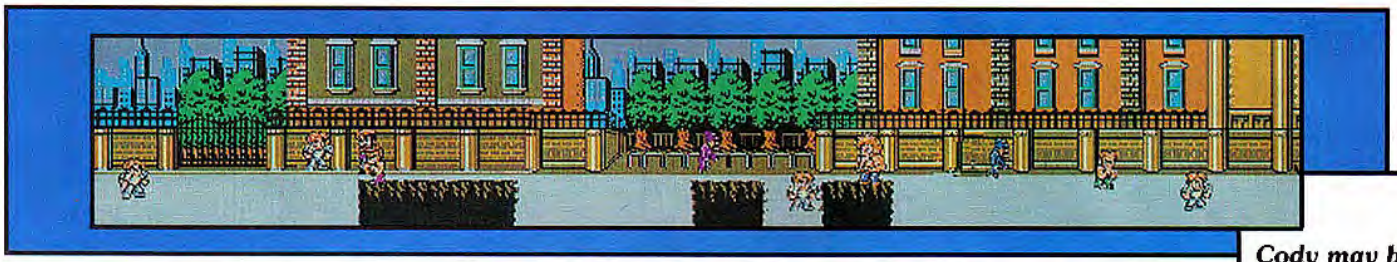


MIGHTY FINAL FIGHT



INTO THE PIT, PUNK!

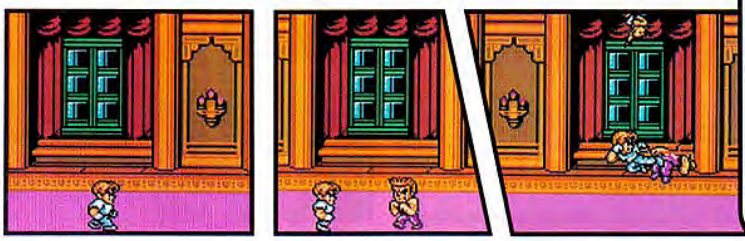
The Harbor Town streets aren't kept up very well because the Metro City road crews won't go near the place! You can toss enemies into the pits to quickly do them in.

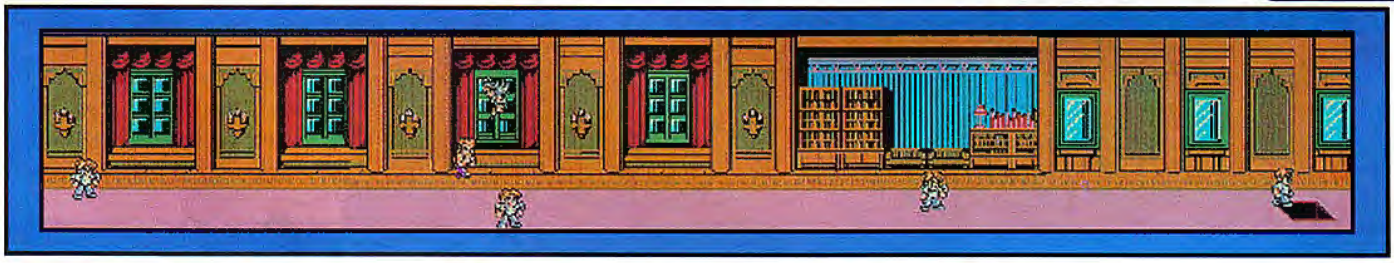


Cody may be in trouble here. He's taking care of business, but he's not paying attention to what's happening above him.

THUGS FROM ABOVE

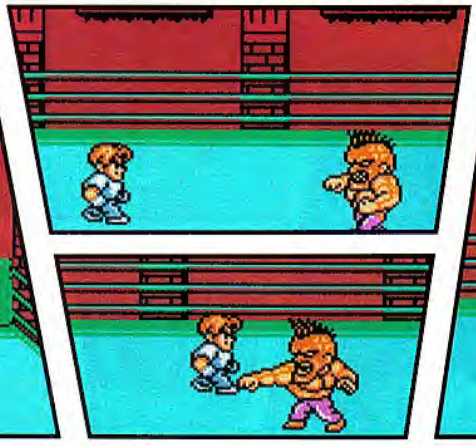
In Harbor Town's second section, your chosen character gets ambushed by thugs hiding on top of the buildings. Risking a dangerous fall, they'll try to pounce on top of you.





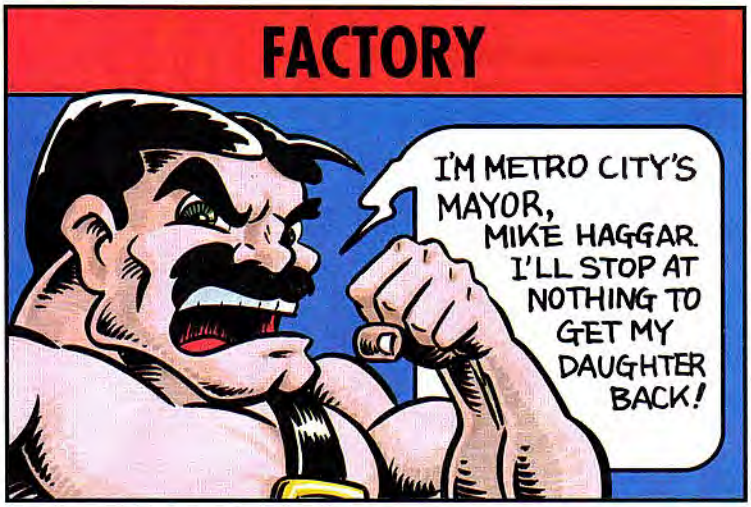
ABIGAIL

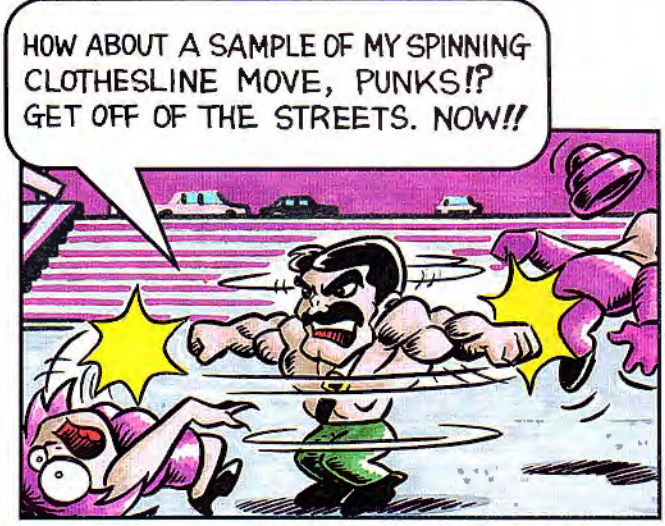
Abigail seems like a strange name for this huge brute, but . . . Abigail it is! He'll charge and throw a punch when his face turns red. That's your cue to quickly move in and throw as many punches as you can.



"Take that, goon!" Cody finishes a punch combination with a fierce uppercut.

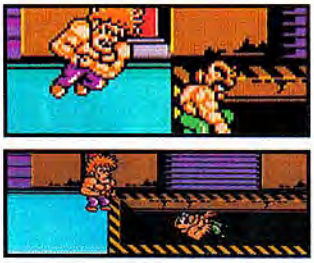
FACTORY





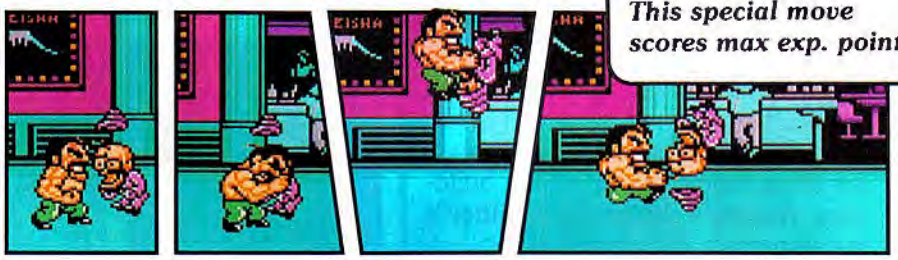
MAYORAL POWER

Mike Haggar's powerful fighting techniques are taken straight from the days when he was a pro wrestler. He may be slower than Guy and Cody, but he makes up for it with power!



BIG TIME POWER

Mike is at his best when fighting lone enemies. He can get into trouble if enemies approach from both sides. Use an energy-depleting Super Move to get out of trouble.

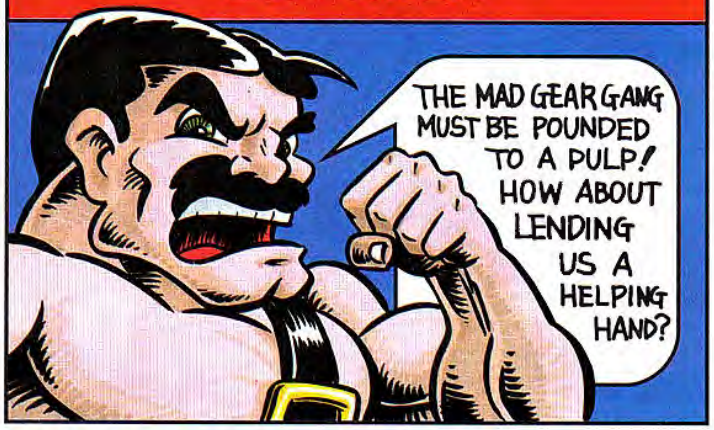


Because Haggar's not too fast, you'll have to be very precise with your movements.

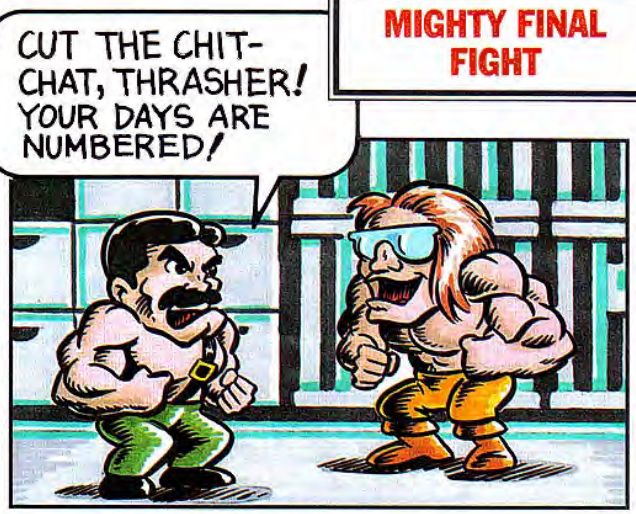
KATANA II

The second Katana Brother appears at the end of the Factory. Once you wear him down, he'll discard both of his swords and will attack you with fast, blurry lunges.

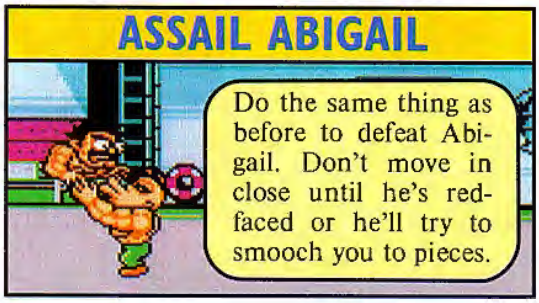
BAY AREA



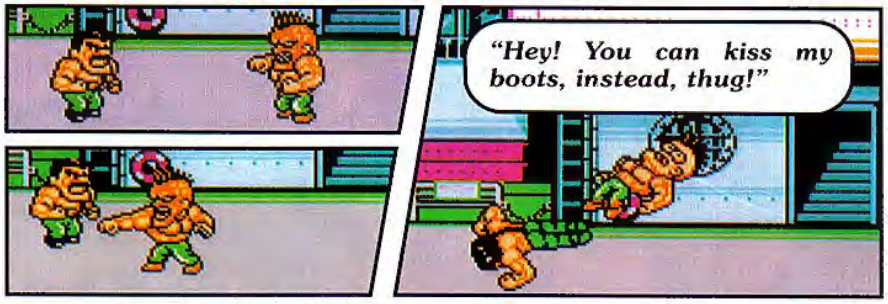
MIGHTY FINAL FIGHT

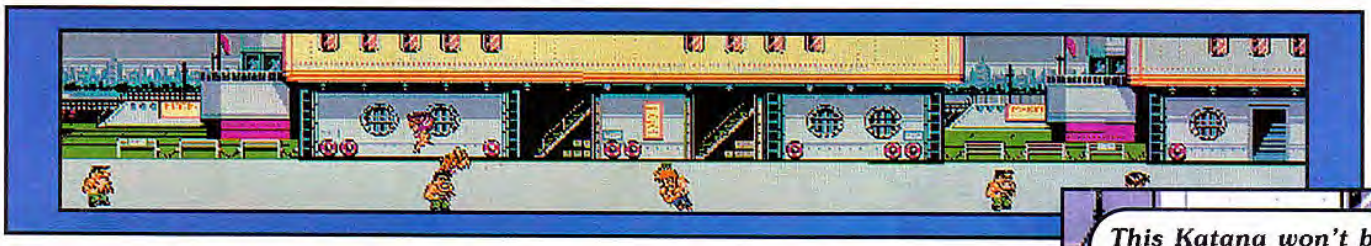


ASSAIL ABIGAIL



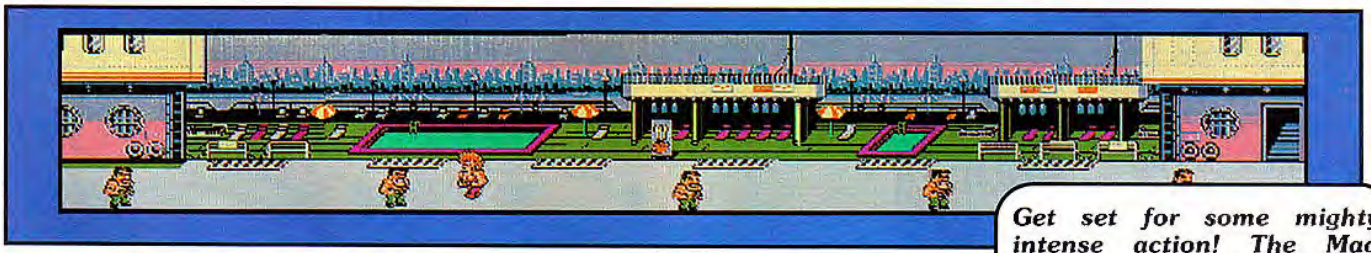
Do the same thing as before to defeat Abigail. Don't move in close until he's red-faced or he'll try to smooch you to pieces.





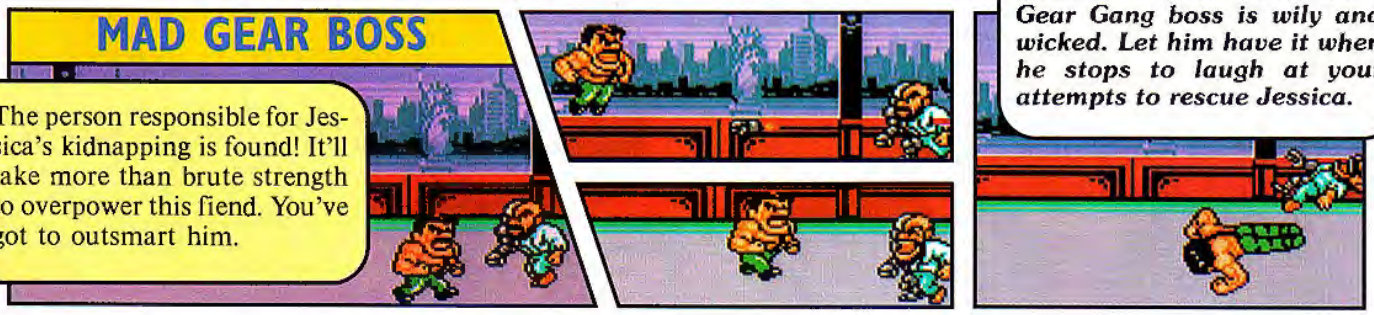
NON-STOP KATANA

It seems like it never ends! Actually, it does. This will be your last meeting with a Katana Brother.



Get set for some mighty intense action! The Mad Gear Gang boss is wily and wicked. Let him have it when he stops to laugh at your attempts to rescue Jessica.

MAD GEAR BOSS



The person responsible for Jessica's kidnapping is found! It'll take more than brute strength to overpower this fiend. You've got to outsmart him.

© TAITO 1993

BUBBLE BOBBLE PART 2™

Although it bears the same name as the Game Boy version we reviewed in June, Bubble Bobble Part 2 for the NES is not the same game. The game play is similar, but the rooms themselves and the enemies are different. Its 80 levels are divided into four areas, each with a couple of mini-bosses. The story line, boy hunts down evil beings who have kidnapped his girlfriend, is as stale as they come but, as is true of many puzzle games, it really has little to do with actual game play.

BUDDY BUBBLES

The new Special Bubbles introduced in the Game Boy version appear in this one, too. Learning to use each strategically is one of intriguing aspects of the game.

FIRE

Fight fire with fire from a safe distance. When you break a Fire Bubble, you release fireballs that fall and spread horizontally.

ION

Dust your enemies with gently falling crystals that have a not-so-gentle effect. Frost your enemies from afar.

THUNDER

When you break a Thunder Bubble, lightning streaks in the direction opposite from the side you hit. Use it to strike remote enemies.

STAR

Break a bubble with a blast—break a Star Bubble and send stardust radiating outward, searing baddies with its fiery touch.

WATER

Get ready for a flood when a Water Bubble bursts. It washes out enemies in its path but can also sweep you along with it.

WIND

Unleash a blustery gust by breaking a Wind Bubble. The wind whips quickly along the route you choose, sweeping enemies away.

THE GIANT TOWER

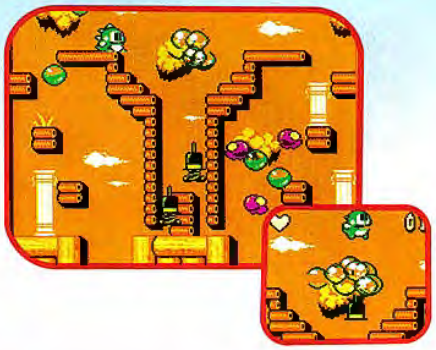
Area One is a mysterious tower where a mystic forest floats among the clouds. The game's hero is Bubbloon Jr., a descendant of Robby, the Bubble Bobble of days gone by. In this first section, he encounters the game's more mild-mannered enemies. Mini robots, hat-tossing stationary soldiers and a couple of big but not so bad mini-bosses inhabit the 20 levels that make up the area, and several special bubbles appear here, too.

HAVE A HEART
ROUND 3

Collect 10 pieces of small fruit to make a Heart appear. In Round 3, if you bubble-up two enemies and pick up the fruit, a Heart will appear on the second tier, as shown. The Heart adds to your life meter by allowing you to absorb a hit.

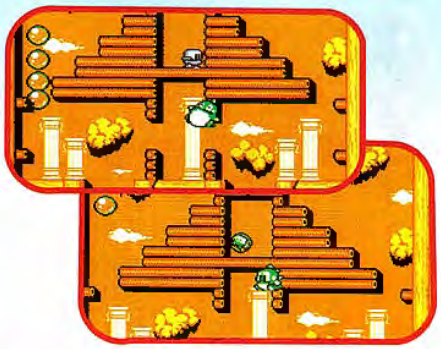
BUBBLE BOUNCE
ROUND 11

The stationary soldiers in the center throw their spiked helmets up to attack if your try to cross overhead. To reach the right side, create a cushion of bubbles in the opening, then hold the A Button to bounce safely over the high-flying hats.



BUBBLE FLOAT
ROUND 15

Reaching the pesky robot in the center square takes hot air. Stand in the center, below, and hold the B Button to puff up with air. Float up, and when you're just under the robot, release B. The robot will be encased in the resulting bubble.

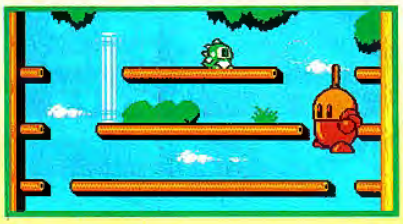


GIANT TOWER MINI-BOSSES

You'll encounter a mini-boss after every ten rounds, and while their sizes may make them look intimidating, they're really not so hard to handle. The first is an over-sized, rotund robot that's blue and white. The second looks like an alien crab—on wheels.

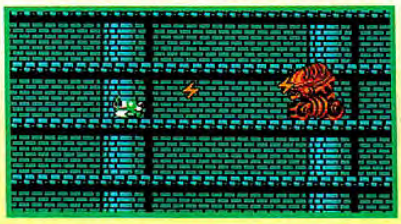
THE ROBOT

The big, robot lumbers along on a set pattern. Its only vulnerable point is the top of its head. Fire bubbles as it dips down and rises back up and jump back up to the top. Keep firing until the top explodes and a mini robot pops out. The little tyke is easy to take.



ALIEN CRAB

The crab creature is fast, but he, too, follows a very predictable pattern. Grab the Lightning Potion and stay one step ahead of him, pressing B to spit Lightning Bubbles. Run into the bubbles to send lightning striking behind you.



SIDE OUT

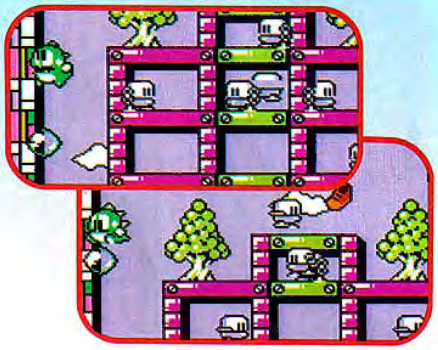
In Area One, you earn a shot at extra lives by either completing ten levels or finding five Crystals. The Bonus Rounds in this area pit you against the bad-tempered Barcelon in a volleyball match.

BOOMTOWN

Bubbloon Jr. travels next to a booming town in Bubble Bubble Land, where there are lots of little houses, new enemies and bonus items. The screens become more complex this area, and the little dragon has to handle enemies that become increasingly persistent. One of the most perplexing enemies is the Giant Fan that blows Bubbloon Jr. off course.

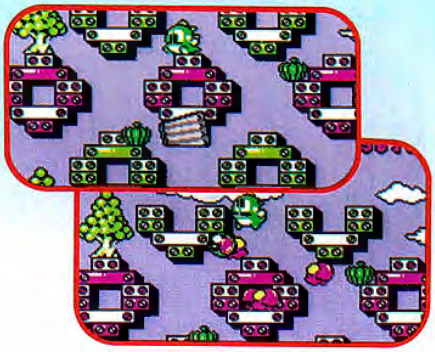
SPEEDY SHOE
ROUND 21

Round 21 is packed with mini robots, and you have to be quick to catch them. Spew out a stream of bubbles in one of the corners, then hop to the top and bounce on them, holding A, until a small Shoe appears. Pick it up to increase your pace.



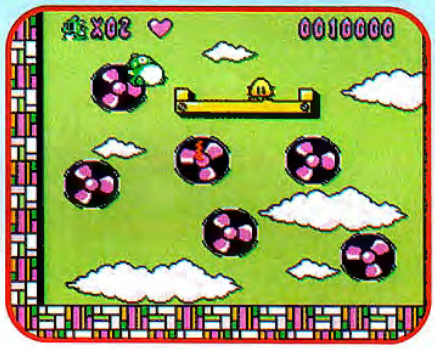
KICK THE CAN
ROUND 24

The Garbage Can in the center is full of flying heads. You have a choice here: You can either take out the one head that's flying free and call it quits, or kick the can over and earn more points by cleaning up the additional ones inside.



FLYING FANS
ROUND 36

The big Fans play havoc with the airflow in Round 36. The little alien bugman above throws lightning bolts, so it's best to stay to one side. Shoot the dogs when they get on your tail, bubble-up and float up along the wall to attack the bugman.

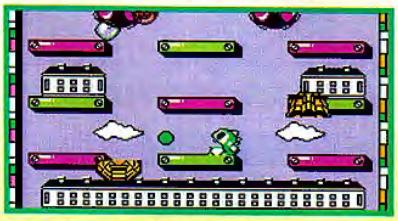


BOOMTOWN MINI-BOSSES

Like the Giant Tower, Boomtown has two mini-bosses. These are more difficult to defeat than those of Area One, though. The first resembles an Easter Island stone head; the second is a mad monkey. Both follow random patterns that require challenging attack techniques.

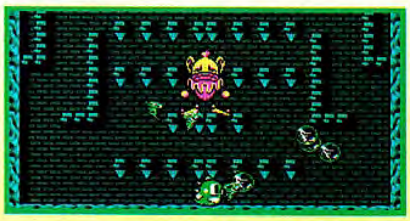
STONE HEAD

When the Stone Head lands, it spits shrapnel that homes in on Bubbloon Jr. It then splits and sends the different portions of the head flying. When it reforms, attack the mouth with a triple bubble. Attack the other portions when they come to a standstill.



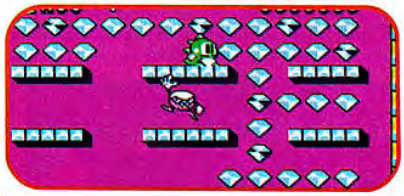
MAD MONKEY

Pick up the Whirlwind Potion as soon as you can and spew a supply of Whirlwind Bubbles that you can use to attack the Monkey when it stops. Be prepared to dodge when the Monkey bobs down in your direction. Be patient but persistent.



DIAMONDS

In this bonus round, Bubbloon Jr. again faces bad-boy Barcelon, and this time the two are collecting diamonds. The fastest feet and quickest hands will garner the greatest treasure trove.



THE SHINING LAKE

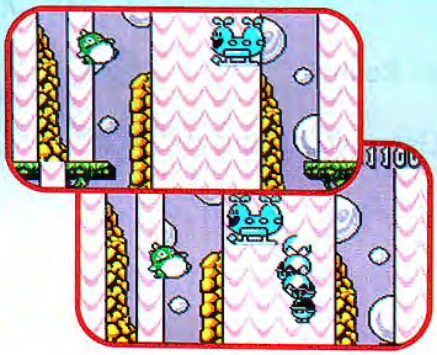
The third area is an outdoorsy setting dominated by a lake filled with bright, shiny bubbles. Lots of new enemies inhabit the Shining Lake, including paratroopers and mechanical alien walkers that fire homing missiles. The area's mini-bosses are anything but small—they're real contenders. Bubbloon Jr. really has his work cut out for him here.

COLLECT CANDY
ROUND 42

The shell-tossing clams are back in this round. Break the Whirlwind Bubbles to clear several of them from the screen, then start breaking regular bubbles to make Candy pieces appear. Collect them to increase the range of your bubble attack.

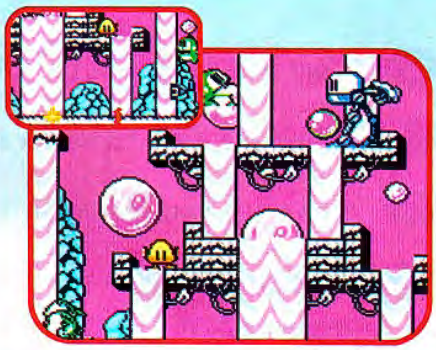
PARATROOPERS
ROUND 45

A Helicopter filled with parachuting troopers appears in this round. Ground the Helicopter first, then take care of the troopers. Warp from the bottom of the screen and bubble-up when you emerge above. Blast the Helicopter as soon as it appears.



ALIEN WALKERS
ROUND 59

The Alien Walker in Round 59 may look like a wind-up toy, but it owns the upper platform and shoots homing missiles that track you down. Bubble-up and float up the right side of the screen. When the little hand comes out to wind it up, attack.

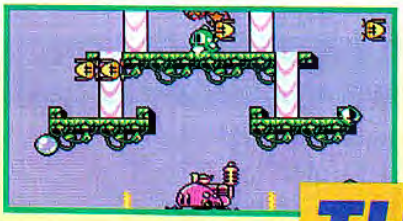


NOT-SO-MINI-BOSSES

The mini-bosses of Shining Lake are big and bad. It's lucky for you and Bubbloon that you have a special bubble and potion to help you offensively. The first boss is a demented ATV; the second is a big bird that's anything but chicken. Both fights can be shocking experiences.

ATV

Talk about tires—this ATV's got 'em. It's going to hang around and try to run Bubbloon down. You can't defeat it. Instead, bubble-up and float to the upper level. Break the Star Bubbles to get rid of the alien bugmen.



BIG BIRD

This big bird doesn't plan to wind up in anybody's stew pot. It shoots down huge lightning bolts as the screen scrolls by. Grab the Star Potion and pop out a bunch of Star Bubbles to strike back.

PLAY BALL

Barcelon's back for another round. This time, you'll be shooting some hoops—of sorts. Bounce the ball into the clown's mouth when it opens. Press B to bounce Barcelon around too.

THE FINAL CASTLE

Finally, it's the Castle of Fire, a frightful destination. It's a flame-filled structure with the hottest action yet.

POWER PUZZLERS

Test your skills and knowledge on Nintendo games by completing the puzzles on this page.

1. Answer all of the questions below, by filling in the spaces provided.

The numbered spaces will be used in the second half of the puzzle to find a password for Bubsy: Claws Encounters of the Furred Kind.

HINT: All of the answers can be found in this month's issue of Nintendo Power.

A What was the first Game Boy game to be featured on the cover of Nintendo Power?

A MEGA MAN III
R.R. WILY'S
(R) EVENGE

B Who was the President of the Nintendo Fun Club?

B (H) AWAR (D)
PHILIPS

C What game is No. 7 on the Super NES Top 20?

C N (C) AA
BASK (E) IBALL

D What is the name of the Ghoul Realm?

D _ ( ) _ _ _ _ _

E Who is the main character in Gargoyle's Quest II?

E F (I) REBRAND

F Who must you protect in T2: The Arcade Game?

F (J) OHN (C) ONNER

G What was the Now Playing article originally called?

G VID (E) O
SHOR (S)

H What game has won the most Nester Awards ever?

H BA (T) ILE (T) OADS

I What Next Generation Game Boy game will appear in next month's issue of Nintendo Power?

I (S) IAR IR (E) K

J Who has the best time on the Stonehenge Race?

J JEFF (P) ALMER

K On what pages of Nintendo Power does the Player's Pulse appear?

K SI (X) & SEVEN

L In the Legend of Zelda: Link's Awakening, Link washes ashore on what island?

L KO (H) OLI (N) I

2. Place the letters in the numbered parentheses into the corresponding spaces below.

To enter the password, press the Select Button on the Title Screen. Choose the Password option and key in the secret password. After the password is entered, press the Start Button to begin the game!

CHAE_ER SIXTEEN :

1 2 3 4 5 6 7 8 9 10 11 12 13 14

SICIDH

15 16 17 18 19 20

Nintendo POWER SHOP

To commemorate our 50th issue and 5th year, we are offering readers the opportunity to obtain some very special items. Each item, emblazoned with the Super Power Club logo, is high in quality. The items are available in limited quantities and can be ordered using the POWER SHOP / PLAYER'S GUIDE Order Form found below the Player's Poll response card between pages 98 and 99. The Power Shop items make perfect gifts, especially for yourself! Don't miss out on this limited-time offer. The items are sure to sell out quickly!

50 VOLUME SET Plus 5 MAGAZINE HOLDERS & A NINTENDO POWER INDEX

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Wear it forward, wear it backward—it doesn't matter! Your friends will know what club you belong to.

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SUPER POWER CLUB T-SHIRT "MEME

SUPER POWER CLUB WRISTWATCH

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NINTENDO POWER SUPER POWER CLUB

Nintendo POWER SHOP

ER'S ONLY"

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Excellent quality, 100% cotton shirt features purple roll-sleeves and inner-collar. Nintendo Power logo on left front. Giant Super Power Club "Member's Only" logo on back. Please specify sizes when ordering: #27795=Small, #27796=Medium, #27797=Large, #27798=X-Large.

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Keep all of your cards in this handy holder. The pages are see-thru so you can view the front and back sides of your Power Challenge Trading Cards! Black cover only with Super Power Club logo.

THE LEGEND OF ZELDA & SUPER MARIO ADVENTURES COMIC BOOKS

If you have been a Nintendo Power subscriber for a while, you've seen the Legend of Zelda and Super Mario Adventures comic series, but not in this form! We've taken all of the episodes and combined them into true comic book form. Each book is very collectable and both are very fun to read!

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Enjoy 198 pages packed full of Link's adventures—in graphic novel form! From the Hero's Awakening in Chapter One to The Final Battle in Chapter Twelve, the action is served up in full-color!

Part # 27643 **#10.00***

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A FIVE-STAR ANNIVERSARY EXTRAVAGANZA CELEBRATING

5 YEARS AND 50 ISSUES!

GRAND PRIZE 1

WIN A GAME A WEEK FOR 50 WEEKS!

GRAND PRIZE 2

5 GAME BOYS, EACH COMPLETE WITH 5 GAMES!

NINTENDO POWER

NP50

50th ISSUE ~ 5 YEARS

Vol. 1 July 1988~Vol. 50 July 1993

CHOOSE ONE OF 5 GRAND PRIZES!

To celebrate our 5th year and 50th issue, we're giving away five Grand Prizes this month—and this time, you get to choose your own prize! Here's how it works: Check out the different packages shown above, circle the one you like best on the Player's Poll response card and send it in. The first card drawn for each package wins that prize. But don't be greedy! Circle only ONE prize—cards with more than one prize circled will be DISQUALIFIED!

GRAND PRIZE 3

A $500 CERTIFICATE TO USE AT YOUR LOCAL NINTENDO DEALER!

GRAND PRIZE 4

A POWER PARTY FOR 50 FRIENDS AT YOUR LOCAL ARCADE!

GRAND PRIZE 5

50 POUNDS OF QUARTERS

1 A GAME A WEEK FOR 50 WEEKS!

Choose Prize Package #1 and, if you're the winner, we'll send you a Game Pak every week for 50 weeks—that's nearly a year's worth of games!

2 5 GAME BOYS WITH 5 GAMES!

Prize Package #2 includes multiple copies of the hottest games for two players or more, so the winner can Video Link with four friends or family members.

3 A $500 GIFT CERTIFICATE!

Pick your own titles! If you win Grand Prize Package #3, we'll give you a gift certificate that you can use at your nearby Nintendo dealer. Spend the 500 bucks on anything you want!

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If you win Prize Package #4, you'll get to party on with 50 friends at your local arcade—and Nintendo Power provides the quarters!

5 50 POUNDS OF QUARTERS!

How many quarters are there in a pound? Well, four of course, but how many of the coins? Get out a scale and find out! All we're saying is that 50 pounds of them amounts to a lot of arcade time!

SECOND PRIZE

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50th Anniversary Nintendo Power T-shirts!

OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 50, the answer to the trivia question and your Grand Prize section on a plain 3 1/2"×5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 50
P.O. BOX 97062
Redmond, WA
98073-9762

One entry per person, please. All entries must be postmarked no later than August 1, 1993. We are not responsible for lost or misdirected mail. On or about August 15, 1993, winners will be randomly drawn from among all eligible entries. Cards with more than one prize circled will be disqualified. The first card drawn for each Grand Prize claims it. By accepting their prizes, winners consent to the use of their names, photographs or other likenesses for the purpose of advertisement or promotions on behalf of Nintendo Power magazine or Nintendo of America Inc. without further compensation. Prizes are limited to one per household.

Chances of winning are determined by the total number of entries received. Approximate ratio of prizes to entry cards distributed is 55:1,000,000. Winners may elect to substitute $500 in lieu of prizes. All prizes will be awarded. To receive a list of winners, which will be available after August 31, 1993, send your request to the address above.

PLAYER'S POLL CONTEST

TOP 20

JULY 1993

Each month we collect information from three sources to find the Top 20. The Players' Picks come from the Player's Poll cards sent in each month, the Dealers' Picks are based on retail sales reports, and the Pros' Picks are collected from game evaluators at Nintendo. All three sets of votes are set at equal weight, then averaged to find the paint totol a game receives.

SUPER NES

1 29,401 POINTS — 4 MONTHS

STAR FOX

All the points are tallied, and Star Fox is number one on everybody's list. Take Fox McCloud and his rugged band of pilots on the space adventure of a lifetime.

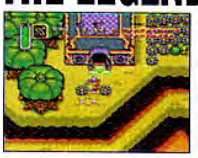
2 19,255 POINTS — 13 MONTHS

STREET FIGHTER II: THE WORLD WARRIOR

Holding strong this month at number two, Street Fighter II proves it has what it takes to stay on top for an entire year. Not many games can do that!

3 17,149 POINTS — 19 MONTHS

THE LEGEND OF ZELDA- LINK TO THE PAST



Even though he slipped down the charts two spaces, Link is fighting hard. From the number three spot, it's an easy jump back to the top.

4 12,086 POINTS

SUPER MARIO KART

Mario and his friends have slipped out of gear and into fourth place. Can they pick up speed?

5 6,337 POINTS

FINAL FANTASY II

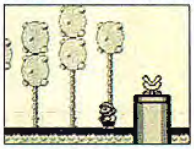
This is one adventure that doesn't quit. Final Fantasy II jumped up the charts with help from the Players.

6	6,302 POINTS	MARIO PAINT
7	5,759 POINTS	NCAA BASKETBALL
8	5,534 POINTS	SUPER STAR WARS
9	4,645 POINTS	TINY TOON ADVENTURES: BUSTER BUSTS LOOSE
10	4,561 POINTS	TMNT IV: TURTLES IN TIME
11	4,503 POINTS	SPIDER-MAN & THE X-MEN IN ARCADE'S REVENGE
12	3,667 POINTS	F-ZERO
13	3,111 POINTS	SIMCITY
14	3,108 POINTS	NHLPA HOCKEY '93
15	2,762 POINTS	SHANGHAI II: DRAGON'S EYE
16	2,724 POINTS	SUPER GHOULS & GHOSTS
17	2,706 POINTS	SHADOWRUN
18	2,700 POINTS	ROAD RUNNER'S DEATH VALLEY RALLY
19	2,652 POINTS	BATTLETOADS IN BATTLEMANIACS
20	2,587 POINTS	THE MAGICAL QUEST STARRING MICKEY MOUSE

GAME BOY

1 29,108 POINTS — 10 MONTHS

SUPER MARIO LAND 2- 6 GOLDEN COINS



Mario is still going strong this month, taking the top 2 Game Boy spots. With games like these, he is going to be tough to beat.

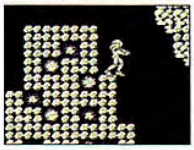
2 13,295 POINTS — 34 MONTHS

SUPER MARIO LAND

Mario, Mario, Mario. This guy is everywhere. His original Game Boy adventure is still going strong.

3 12,831 POINTS — 19 MONTHS

METROID II: RETURN OF SAMUS



Strong Player and Pro support keep Samus in the running for first. Even in third place this game still packs a punch.

4 10,380 POINTS

KIRBY'S DREAM LAND

Kirby holds his position this month, working hard to stay towards the top. Is he waiting for a comeback?

5 7,730 POINTS

TETRIS

The blocks are falling, the blocks are falling! Now that Tetris is sold separately the votes are coming in.

6	7,254 POINTS	THE LEGEND OF ZELDA: LINK'S AWAKENING
7	6,951 POINTS	DR. MARIO
8	6,435 POINTS	BATTLETOADS
9	6,413 POINTS	FACEBALL 2000
10	5,301 POINTS	FINAL FANTASY ADVENTURE
11	4,636 POINTS	THE REN & STIMPY SHOW
12	4,167 POINTS	YOSHI
13	4,156 POINTS	MEGA MAN III
14	3,539 POINTS	FINAL FANTASY LEGEND
15	3,495 POINTS	FINAL FANTASY LEGEND II
16	3,319 POINTS	THE SIMPSONS: ESCAPE FROM CAMP DEADLY
17	3,012 POINTS	PRINCE OF PERSIA
18	2,718 POINTS	TMNT II: BACK FROM THE SEWERS
19	2,712 POINTS	MEGA MAN IN DR. WILY'S REVENGE
20	2,393 POINTS	F-1 RACE

NES

1 14,347 POINTS — 45 MONTHS

SUPER MARIO BROS. 3

Back on top this month, Super Mario Bros. 3 has the power to return again and again. Mario is one hot ticket!

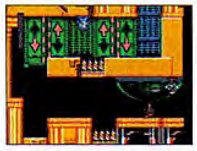
2 11,833 POINTS — 58 MONTHS

THE LEGEND OF ZELDA

Link's original quest has been on the charts almost five years. That's almost as long as Nintendo Power has been around!

3 9,592 POINTS — 5 MONTHS

MEGA MAN V



Everybody's favorite little blue warrior is making a run for the top. Mega Man topped the Dealers' Picks this month.

4 8,316 POINTS

TECMO SUPER BOWL

Tecmo Super Bowl is hitting hard, but it's not hitting hard enough to stay on top.

5 7,463 POINTS

METROID

The re-issue of Metroid has started a new interest Samus's fight against the Mother Brain.

6	6,133 POINTS	DRAGON WARRIOR IV
7	6,018 POINTS	FINAL FANTASY
8	5,530 POINTS	DR. MARIO
9	5,365 POINTS	BATTLETOADS
10	5,097 POINTS	TETRIS
11	4,786 POINTS	MEGA MAN IV
12	4,320 POINTS	TMNT III: THE MANHATTAN PROJECT
13	4,294 POINTS	KIRBY'S ADVENTURE
14	4,277 POINTS	SUPER MARIO BROS. 2
15	4,197 POINTS	MEGA MAN II
16	4,055 POINTS	MEGA MAN III
17	3,931 POINTS	TECMO NBA BASKETBALL
18	3,707 POINTS	ZELDA II: THE ADVENTURE OF LINK
19	3,191 POINTS	NES OPEN TOURNAMENT GOLF
20	2,910 POINTS	TINY TOON ADVENTURES

NOW PLAYING

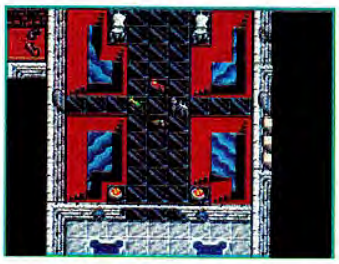
JULY 1993

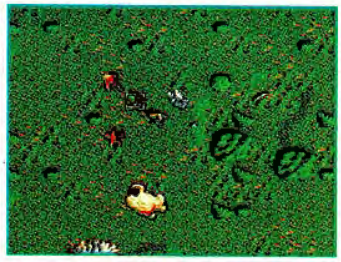
LOOK FOR THESE RELEASES SOON

ULTIMA: THE FALSE PROPHET

Company ..... FCI
Suggested Retail Price $69.99
Release Date ..... July 1993
Memory Size ..... 8 Megabits
Game Type ..... RPG

Back in the world of Lord British you find yourself united with your companions of old, Dupre, Iolo, and Shamino. The epic quest begins when you pass through the Moongate only to find gargoyles invading Britannia. As in all Ultima games, you must travel far, fight many battles, gain experience and weapons and information, solve riddles and ultimately face a great power. This is the first Ultima RPG for the Super NES, and the improved graphics and sound really make a difference. The game also seems larger than the earlier NES quests, and more complex. You can ask information from people along the way, learning much if you ask the right questions. Other improvements in this Battery Pak game include a huge assortment of items to choose and use, a large world to explore and realtime or automatic fighting.





+ Great depth, an interesting story line, more complexity than previous Ultima games and super music! RPG fanatics should check it out.

- The overhead view looks almost straight down, so it's hard to see the characters in your party. Controlling the object cursor can be confusing at first. The battle interface controls are awkward, as well.

TRODDLERS

Company ..... Seika
Suggested Retail Price $54.95
Release Date ..... July 1993
Memory Size ..... 4 Megabits
Game Type ..... Strategy action

This action puzzle game may resemble Lemmings or Humans at first glance, but it's really quite different. You control a magician who uses blocks to create pathways for the wee Troddlers to follow to the exit. The challenge comes from placing the blocks correctly and cleverly using the limited numbers of blocks given on each stage. In a way, the game is more like a cross between Fire 'N Ice (NES) and Krusty's Fun House, both solid puzzlers. Troddlers scores over both of those games by adding lots of option modes. You can play the two-player option either as a team or as opponents. There is also a learning mode that teaches sophisticated techniques that will help you in the actual game. To top it off, Seika has included Super NES Mouse capability, and it works very smoothly.In fact, the game plays noticeably better with the Mouse than with the Super NES Controllers.

+ Good challenge and lots of options including two two-player options. Super NES Mouse compatibility. Rich graphic backgrounds.

- Creating blocks with a regular Controller or Super Advantage can be awkward.

SUPER TURRICAN

Company ..... Seika
Suggested Retail Price $49.95
Release Date ..... June 1993
Memory Size ..... 4 Megabits
Game Type ..... Sci-fi action

Sci-fi action comes to the Super NES with a vengeance in Super Turrican. Inside your powerful Turrican cyber suit, you'll battle the machine invasion of the planet Katakis. Although the game is more of a side-scroller than the NES version reviewed in the May issue of Nintendo Power, the action is more balanced. Super weapons make the game interesting, along with some polished graphics. The weapons can be Powered-Up five times to increase their potency. The coolest attack, however, is the Wheel of Energy, in which you become a semi-invincible spinning blade that can lay mines or throw bombs. In later stages you'll take on alien horrors that look like the slavering creatures of the Alien movies. Expect non-stop action and a real challenge if you plug this Pak into your Super NES.

+ A terrific challenge in all stages and good graphics.

– There is no way to shoot upward with your regular blaster, which limits the effectiveness of your attack.

WWF ROYAL RUMBLE

Company ..... Acclaim
Suggested Retail Price ..... Not Available
Release Date ..... July 1993
Memory Size ..... 16 Megabits
Game Type ..... WWF wrestling simulation

Wrestling has never looked better, or played better! Acclaim's sequel WWF title raises the age-old question: what would happen if all those guys got in the ring at once! But that's not all there is to the game. The VS. Mode lets you pin your pals in more ways than ever before due to the improved play control and greater number of moves. Learn how the pros make their throws in this month's review.

+ Superb graphics. Excellent choice of moves. Superior play control. Great options! Wrestling fans will love it!

– More wrestlers and even more special moves would have been nice. Some of the old favorite wrestlers weren't included.

DUNGEON MASTER

Company ..... JVC
Suggested Retail Price $64.95
Release Date ..... July 1993
Memory Size ..... 8 Megabits
Game Type ..... RPG

RPG players have another option this month if they take a look at Dungeon Master. This is a one-player, first-person view quest to defeat the evil Chaos. As in most RPGs using this viewpoint, winding through mazes and making maps are two vital skills. Enemy encounters along the way are met by your party of four heroes, who individually wield magic and or arms. You'll begin the quest by exploring a Hall of Heroes, from which you rejuvenate a party of four worthy adventurers. Once you're on your way, you'll encounter puzzles and enemies. Foes can be attacked using a simple, well-constructed command system–just point and click at your chosen weapon or spell on the display to the right of the game window. Manipulating and using objects requires more complex commands on a subscreen. Patient RPG players will find much of interest in this game.

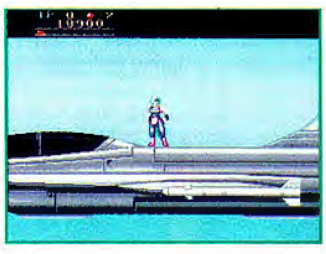
+ Good theme and depth of play. Easy-to-use battle command system. Wide range of hero characters to choose for your party.

– Movement in the first-person view can be difficult and frustrating. (Extensive mapping is required to find your way through the mazes.) Using and storing items requires an inconvenient and lengthy process.

RUN SABER

Company ..... Atlus
Suggested Retail Price $59.99
Release Date ..... July 1993
Memory Size ..... 8 Megabits
Game Type ..... Sci-fi action

Cyborgs must crush the alien threat to Earth in this action game for one or two-players. Fans of Ninja Gaiden will feel right at home with the Saber characters who climb up walls, hand walk from rails, leap, spin, run, use sword-like weapons and special attacks. The review in this issue of Power will introduce you to a new action challenge.



+ A super variety of stages keeps interest high. Lots of moves and attacks. Good play control. Teamwork in the two-player game adds a special dimension. Both male and female heroes make this an action game for everyone.

– The story is as old as video games.

WHERE IN THE WORLD IS CARMEN SANDIEGO?

Company.....Hi Tech
Suggested Retail Price.....$69.95
Release Date.....July 1993
Memory Size.....8 Megabits
Game Type.....Edutainment

Carmen Sandiego, notorious art thief, is back at work, stealing the great pieces of art and smuggling them around the globe with her V.I.L.E. compatriots. Your job is to track down the criminals using a special crime computer and your own knowledge of geography and world customs. No part of the globe is left untouched in this edutainment product which is reviewed this month.

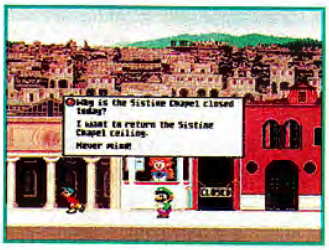
+ A good mix of easy and difficult clues.

- To be successful, you must already have a decent knowledge of geography.

MARIO IS MISSING

Company.....Mindscape
Suggested Retail Price.....$64.95
Release Date.....July 1993
Memory Size.....8 Megabits
Game Type.....Edutainment

Lost artifacts are once again the basis for exploring the real world in this edutainment product from Mindscape. Nintendo's famous Super Mario characters appear in a exploration-oriented game. Learn more about Mario Is Missing and the whole category of edutainment products in this month's special Edutainment Review.



+ For young players, this is a chance to learn about famous artifacts with some of their favorite characters. Lots of exploring without the chance of being defeated.

- If you're looking for an edutainment product, you've found it! If you're looking for a Mario game, you may be left scratching your head.

BUBSY

Company.....Accolade
Suggested Retail Price.....$69.95
Release Date.....June 1993
Memory Size.....16 Megabits
Game Type.....Action

Bubsy bounces like a rubber ball and winks like someone who knows the low down. He's a wise-cracking, Woolie-stomping, furry-faced feline hero. What's more, the game in which this bobcat stars is even more fun than the charismatic character. Big stages with endless twists, sight gags, traps and fun weirdness are the rule. Bubsy can glide like a bird, jump like a rocket, find warp zones and take any number of routes through each vast stage. Pick up some tricks in this month's review.

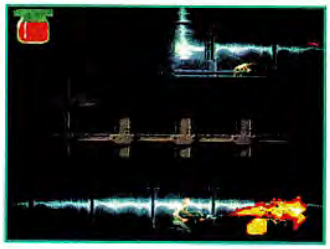
+ Some of the best character animation ever seen in a video game. Speed, challenge, fun, and 16 ways to bite the big one. One of the best character action games around.

- During high jumps, the multi-background parallax view can cause havoc to your sense of direction and placement, resulting in some poor landings.

ALIEN^3

Company.....Acclaim
Suggested Retail Price.....$54.95
Release Date.....June 1993
Memory Size.....8 Megabits
Game Type.....Sci-fi action adventure

Awesome action with nonstop danger! Ripley crash lands on Fiorina 161, also known as Fury. The work prison on this desolate planet has been overrun by the aliens. Armed with a flamethrower, machine gun, rocket launchers and a tracker, Ripley must find the surviving inmates and carry out eight missions. Computer terminals throughout the base give you mission briefings. You also get to check out the terrain using blueprints before hurling Ripley into the action. Once you're in the corridors of the base, expect aliens to come at you from every side, constantly. Ripley's only hope is to find the caches of extra ammo and medical supplies to heal herself as she moves through the huge base. One of the great things about this adventure action is that, although a side-scrolling view is used, you have multiple pathways to choose within each area of the prison base. Ripley can run, jump, crouch and climb, and shoot in any direction. If all that isn't enough, the intro cinema scenes do a great job of transporting you into the future and setting the dark mood of the movie.



+ Great action, excellent graphics and sound and a wide variety of missions to keep things interesting. Maybe the best action adventure since Super Star Wars!

- There's no mapping feature to help locate your position within the vast maze of the prison compound. Blueprints of the prison can be accessed only at computer terminals or in Nintendo Power's review next month.

TUFF E NUFF

Company.....Jaleco
Suggested Retail Price.....Not Available
Release Date.....July 1993
Memory Size.....16 Megabits
Game Type.....Street-fighting action

King Jade may be the ultimate fighting machine, but if you successfully challenge his champions in the Tower, you'll have the chance to prove he's just a wimp with a crown. Three modes of street-fighting action make Tuff E Nuff one of the most versatile street-fighting games. The Story Mode includes a password so that you can continue your assent up the Tower at your own speed. The VS. Computer and VS. Man options pit you against another player or the game using one of four fighting heroes. The special moves for each character will become stronger and more outrageous after winning three victories. Four levels of special moves (requiring twelve wins) helps keep interest high. Graphics and sound in this massive 16 megabit Game Pak are very impressive.

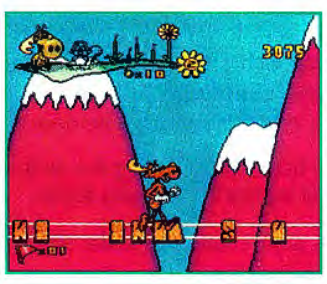
+ Good graphics, sound, play control and options make Tuff E Nuff a very well-balanced game. The password feature on the Story Mode is a welcome addition. Four levels of specialty moves that are upgraded with wins gives you something new to master as you ascend the Tower.

− The four champions from which you can choose is too limited.

ROCKY AND BULLWINKLE AND FRIENDS

Company.....T*HQ
Suggested Retail Price.....$39.95
Release Date.....July 1993
Memory Size.....8 Megabits
Game Type.....Comic action

The moose and the squirrel from Frostbite Falls have a case of art theft on their hands. Beginning in the snow-capped Grimalaya mountains with Bullwinkle climbing a crumbling crag, our heroes must track down Boris and Natasha to recover the missing masterpieces. The graphics look like the classic cartoons, but the game play is limited to simple jumping, dodging and hitting. The game also includes two bonus games with Dudley Do-Right and Sherman & Peabody.



+ The graphics and music faithfully reproduce the look and sound of the cartoon. The bonus stages give players a different look and different play actions. The Continue feature lets you begin at the furthest stage you've reached. The Suggested Retail Price is very reasonable!

− Play control is limited for each character and in some cases is awkward. Bullwinkle's antler attack is a limited and awkward offensive move. Hit detection is poor, especially when jumping to narrow platforms. Little of the actual humor of the cartoon is conveyed in the game.

SUPER WIDGET

Company.....Aflus
Suggested Retail Price.....$59.99
Release Date.....July 1993
Memory Size.....8 Megabits
Game Type.....Comic action

Widget, the purple apprentice World Watcher, must travel from the Earth to the rim of the galaxy in order to become a First Class World Watcher. The graphics are rich with large characters, befitting the younger audience to which the game is targeted. The simple mechanics of play–running, jumping and punching–change as Widget transforms into a dozen different characters. This transformation into odd, but fun characters is the most inventive part of this action game. The specialized characters range from an Octopus Widget to a Dragon Widget. Each transformation Power-Up appears in a stage where that particular transformation comes in most handy. Throughout the game there are special Power-Ups and bonus stages. A perfect run through certain stages will take you to a bonus area. This is a one-player game with a password.

+ Big colorful graphics and lots of stages to explore. Widget can transform into fun characters with special attacks. Good play control.

− Poor hit detection. Widget often falls through objects upon which he appears to be standing. Younger players who would otherwise find this game a lot of fun may find it frustrating because Widget can take so few hits.

P.T.O.

Company.....Koei
Suggested Retail Price.....$74.95
Release Date.....July 1993
Memory Size.....12 Megabits
Game Type.....Historical war simulation

The Second World War ranged across the globe, from northern Europe to the sweltering South Pacific. The war in the Pacific covered the largest territory, but most of that was open ocean, so it was a war characterized by naval engagements. Koei's P.T.O. Pacific Theater of Operations recreates much of that historic conflict in incredible detail. As the commander of Japanese or Allied forces, you must make all the strategic and tactical decisions, from there supply of bases to theater-wide ship movements.

History buffs should enjoy the scope of this game, either recreating battles that actually took place using the built-in scenarios, or implementing their own strategies. P.T.O. is the most complex Koei game to date. Anyone expecting a quick and easy war strategy game would do better to look at Super Conflict. But players who are willing to master the intricacies of P.T.O., in spite of its clunky interface, will experience the truest war sim available on any video game system.

+ Great complexity and historical realism.

- A complex control system utilizing pull-down menus makes the game difficult to play without a great deal of practice and patience. Super NES Mouse compatibility is not included. You'll wish it was.

MIGHTY FINAL FIGHT

Company.....Capcom
Suggested Retail Price.....Not Available
Release Date.....July 1993
Memory Size.....2 Megabits
Game Type.....Scrolling street-fighting action

Scrolling street-fighting action comes to the NES from Capcom. Choose Cody, Guy or Haggar to punch and kick his way through five stages. This month's Mighty Final Fight review will show you what to expect when the going gets tough.

+ Non-stop street-fighting action. Game control is precise and quick.

- Few special moves are available. No two-player option.

THE ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT

Company.....Ocean
Suggested Retail Price.....$49.95
Release Date.....July 1993
Memory Size.....2 Megabit
Game Type.....Comic action

Pugsley must find the hidden members of his family in this side-scrolling action game that closely resembles the first Super NES Addams Family game. Enter the weird world of the Addamses in this month's review, if you dare.

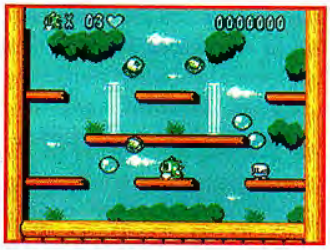
+ Sharp play control and lots of foes and traps will keep action fans hopping.

- The graphics are a bit bleak in comparison to the beautifully rendered Super NES Addams Family games. If you've played the original Addams Family for the Super NES, you can skip this little brother version.

BUBBLE BOBBLE PART II

Company.....Taito
Suggested Retail Price.....Not Available
Release Date.....July 1993
Memory Size.....2 Megabit
Game Type.....Strategy action

More Bubble Bobble action puzzles mean more challenges. This month's review looks at the NES sequel to Bubble Bobble.



+ Greatly improved graphics over the original game. A lasting challenge.

- Although the puzzles are new, the game play is basically the same as in the original. If you liked the original, you'll like this sequel. If not, it's safe to say you won't find anything new.

GARGOYLE'S QUEST II

Company.....Capcom
Suggested Retail Price.....Not Available
Release Date.....July 1993
Memory Size.....2 Megabit
Game Type.....Action RPG

Firebrand the Gargoyle returns to the Game Boy format where he began. Actually, this game is virtually identical to the excellent NES game that appeared last year. Expect both action and RPG elements as Firebrand fights for the rights of gargoyles everywhere. Nintendo Power's review in this issue will help you get started on the quest.

+ A classic game with a wide variety of play, from action to RPG.

- If you're really into this game, the NES version with its color graphics is a better bet.

T2: THE ARCADE GAME

Company.....Acclaim
Suggested Retail Price.....$27.95
Release Date.....January 1993
Memory Size.....1 Megabit
Game Type.....Arcade shooter

Put the arcade experience in the palm of your hand with this adaptation of the hit arcade shooter. Well, the experience may not be quite the same. Still, fans of the arcade game will have to master a new challenge in a familiar setting. For a closer look, check out this month's review.

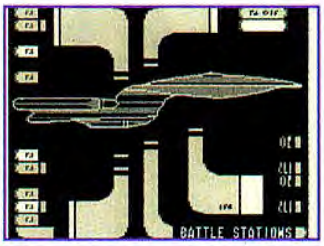
+ This shooter uses a simple idea, but it's challenging due to the number of targets and the fact that the targets are shooting back.

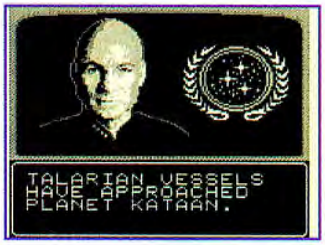
- The small screen graphics are dark enough to make aiming difficult.

STAR TREK: THE NEXT GENERATION

Company ..... Absolute
Suggested Retail Price $27.95
Release Date ..... July 1993
Memory Size ..... 1 Megabit
Game Type ..... Action simulation

This Game Boy sci-fi simulation puts you in the captain's seat of the later-day Enterprise. You command Worf, Data, LaForge, O'Brien and Riker. The game takes the form of a series of missions. For instance, you must rescue a Freighter near Rigel III which is under attack from a Ferengi ship. Although the premium is on shooting, there are enough other activities to keep players engaged. Trekkies should definitely check this one out!





+ Excellent graphics of the Enterprise's computer displays and realistic alien space craft. One hundred missions varying from rescues to combat.

− There is no "Hailing" option to contact alien vessels. Maneuvering during battles can be awkward since you must switch sccreens.

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
ALIEN³	ACCLAIM	1P/PASS	4.1	3.5	3.8	4.0	ACTION ADVENTURE
BUBSY	ACCOLADE	1P/PASS	4.0	3.2	3.8	3.5	ACTION
DUNGEON MASTER	JVC	1P/BATT	3.4	2.3	3.4	3.5	RPG
MARIO IS MISSING	MINDSCAPE	1P/PASS	2.9	2.4	2.4	2.9	EDUTAINMENT
P.T.O.	KOEI	1P/BATT	2.8	1.8	3.1	3.3	STRATEGY SIMULATION
ROCKY AND BULLWINKLE AND FRIENDS	T*HQ	1P	3.1	2.6	2.5	2.4	ACTION
RUN SABER	ATLUS	2PS	3.4	3.9	3.3	3.4	ACTION
SUPER TURRICAN	SEIKA	1P	3.6	3.6	3.4	3.1	ACTION
SUPER WIDGET	ATLUS	1P/PASS	3.5	3.0	3.0	3.1	ACTION
TRODDLERS	SEIKA	2PS/PASS	3.2	3.0	3.5	3.4	STRATEGY ACTION
TUFF E NUFF	JALECO	2PS/PASS	3.5	3.4	3.3	3.1	STREET FIGHTING
ULTIMA: THE FALSE PROPHET	FCI	1P/BATT	3.3	2.8	3.4	3.5	RPG
WHERE IN THE WORLD IS CARMEN SANDIEGO?	HI TECH	1P/PASS	2.8	2.9	3.3	3.3	EDUTAINMENT
WWF ROYAL RUMBLE	ACCLAIM	2PS	3.8	3.8	3.7	3.9	WRESTLING

NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
THE ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT	OCEAN	1P/PASS	3.0	3.6	3.5	3.4	ACTION
BUBBLE BOBBLE PART II	TAITO	2PA	3.2	3.4	2.9	3.3	STRATEGY ACTION
MIGHTY FINAL FIGHT	CAPCOM	1P	3.3	3.3	3.3	2.8	ACTION

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
GARGOYLE'S QUEST II	CAPCOM	1P/PASS	3.3	3.1	3.3	3.3	ACTION RPG
STAR TREK: THE NEXT GENERATION	ABSOLUTE	1P/PASS	3.3	2.0	3.8	4.3	ACTION SIM
T2: THE ARCADE GAME	ACCLAIM	1P	2.9	3.5	3.3	3.4	TARGET ACTION

CHART KEY

You can get the most out of your game chart by understanding the categories. Title, Company and game type are self explanatory. Use this Key to understand Play info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data.

#P = NUMBER OF PLAYERS
S = SIMULTANEOUS
A = ALTERNATING
BATT = BATTERY
PASS = PASSWORD

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

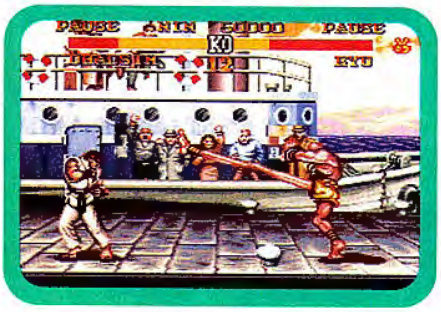
G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

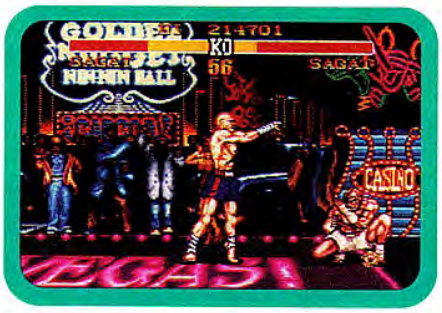
A LOOK INTO THE GAMES OF THE FUTURE

PAK WATCH

STREET FIGHTER II TURBO — CAPCOM

The game that started a revolution in both video arcades and the home video gaming world returns bigger, better, and badder than ever. Street Fighter II Turbo, featured as one of the best titles of the year at the recent Summer CES, brings the outstanding arcade action of this souped-up Turbo version to the Super NES. Pak Watch received the first demo in North America straight from Capcom in Japan. That first version was only about 50% complete, but already many of the outstanding features were obvious. Here's what to expect. 1. Turbo combines both Turbo Mode and the Championship Edition Mode in a humongous 20 Megabit Game Pak—the first 20 Megabit game for the Super NES! 2. The game play and animation are faster than the original SF II, hence the Turbo addition to the name. The increased speed of the characters and their moves is truly dramatic, but the play control feels just as solid as with the original Street Fighter II. 3. New special moves like Blanka's Vertical Roll, Dalsim's Yoga Teleport, E. Honda's Super Hip Drop and Chun Li's Spinning Bird Kick, which can be done high in the air. Also expect to see an overall change in the graphics color palette. Capcom changed many of the colors in the backgrounds and characters to give Turbo a fresh look. Of course, not everything has changed. The original character moves remain the same and the game play is just as exceptional as ever. Street Fighter II fans should look for this game by fall.





MORTAL KOMBAT

ACCLAIM

Over the past several months, you've probably heard an earful of rumors about Acclaim's adaptation of Mortal Kombat for the Super NES. The loudest of these myths is that Mortal Kombat will be made into some wimpy shadow of its arcade self. At Pak Watch, we thought you should be the judge. Check out these fantastic shots. This 16 Megabit game was programmed by one of the best teams in the industry at Sculptured Software, and it shows. Not only are the arcade-quality graphics preserved, but the dramatic and rather graphic nature of the game play is virtually unchanged. Our sources report that only three moves were replaced. The way this Pak Watcher looks at it, a little variety never hurts anything. Of course, not everyone agrees. There has been talk of some people who are ready to rip out their own spines to prove how cool they are! Seems rather spineless to us! But even more important than the debate over the original game's Fatality Moves is the superior play control and graphics of the Super NES, which will make this home video game version of Mortal Kombat the most fun to play.

Now for the encore. Say you're away from home and some idiot has the gall to question your Mortal Kombat skills. Sure, you could launch into a Torpedo Push or hurl some Green Flame. But why endanger innocent passersby, pets and private property when you can let your thumbs do the talking? Hey, be civilized. Dismantle the glork on your Game Boy version of Mortal Kombat! Okay, so the color's limited. Still the 2 Megabit Game Boy version of MK has the characters and the moves for some excellent video abuse. Moves will be controlled with combinations of directions on the Control Pad as well as with the A and B Buttons. Both games will be available by the end of the summer.

MK SUPER NES

MK SUPER NES

MK SUPER NES

MK SUPER NES

MK GAME BOY

MK GAME BOY

JURASSIC PARK

OCEAN

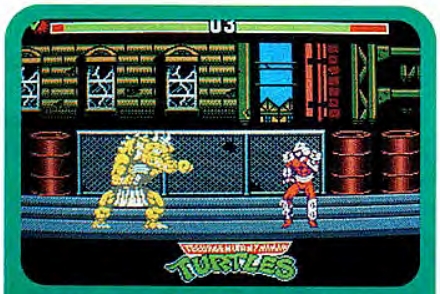
The biggest adventure in history and pre-history is on its way to your Super NES. Ocean's Jurassic Park features overhead views and first person, 3-D perspectives on interior stages that utilize smoothly scrolling Mode 7 effects. The game, due this fall, puts you in the JP compound where a menagerie of dinosaurs is running loose. Besides defending yourself, you must outwit the cunning raptors who are chasing you. Cool! Game play includes finding items and weapons both inside buildings and outside in the park. Maybe the coolest part of the game, however, is the great dinosaur graphics and digitized sound that will send chills up and down your spine.

TMNT TOURNAMENT FIGHTER KONAMI

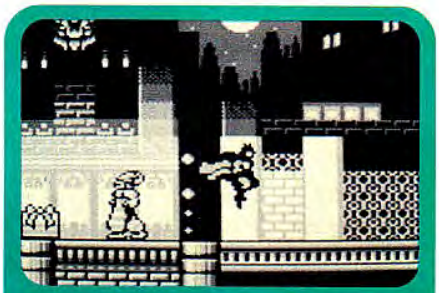
Your dedicated Pak Watchers have seen a ton of street-fighting games over the past year, but Konami's TMNT Tournament Fighter is special in a number of ways. First of all, it has the Turtles. What better characters for a fighting game than the princes of pizza and pummel? The game also has Konami's superior graphics and play control. Third, this is a real departure from the action scrolling Turtles games we've seen in the past. This one or two-player game features four playing modes including an elimination tournament against many of the Turtles' fiercest foes like Casey Jones, Hothead and, of course, Shredder. Finally, Konami is making versions of the game for both the NES and Super NES. Look for them this fall. Other Konami news includes Batman: The Animated Series and Tiny Toon Adventures: Montana's Movie Madness for Game Boy, both shown below. The second Tiny Toon game places Buster Bunny in movieland. Each stage (pardon the pun) is really a stage in Hollywood. Controlling either Batman or Robin, you'll battle five of Gotham's baddies in the Game Boy Batman: The Animated Series. Also in the works from Konami is the third TMNT Game Boy sequel, due out by the end of the year. We'll have more to show you on this game in the near future.

TINY TOON ADVENTURES II

TMNT TOURNAMENT (SNES)



TMNT TOURNAMENT (NES)


BATMAN: ANIMATED SERIES

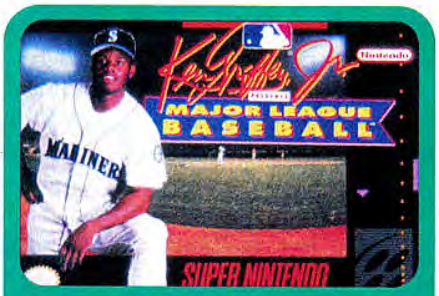
NINTENDO SPORTS NEWS

Video hockey may never be the same once this game hits the ice. Nintendo is using the same development team that created NCAA Basketball to program this 16 Megabit game for the Super NES. Many of the same Mode 7 graphic effects used in the basketball Pak have been enhanced in the hockey game. The view is from behind the player with the puck (on offense) and the speed and smoothness of the animation is simply awe inspiring. The digitized characters are larger than in NCAA, there is an audience, a real scoreboard, great sound, and the NHL license with all the NHL team logos. Options will include a basic mode that eliminates penalties, full season schedules or play-offs, battery backed up memory and a special slow-mo instant replay. Like NCAA Basketball, you have the feeling of really being involved in the action—and this action is even faster and more realistic! Sure, this sounds like so much hype, but it has to be played to be believed, and once you play NHL Stanley Cup, you will be a believer!

The big news doesn't stop there for Nintendo sports games. Ken Griffey Jr. has signed on along with Major League Baseball in Ken Griffey Jr. Presents Major League Baseball! Oddly enough, the game is being programmed in England. Basehall experts from Nintendo of America and Major League Baseball, along with Ken Griffey Jr. are responsible for making the game sizzle by Opening Day '94.

NHL STANLEY CUP

NHL STANLEY CUP

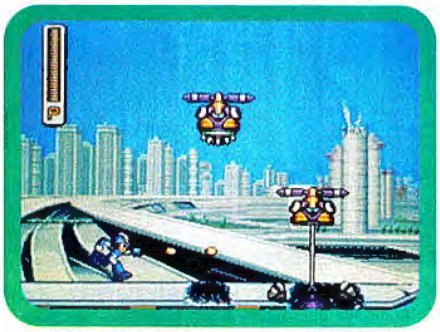


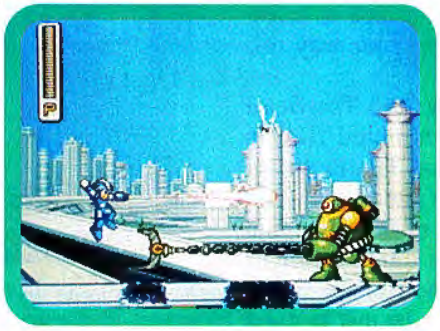
KEN GRIFFEY JR.

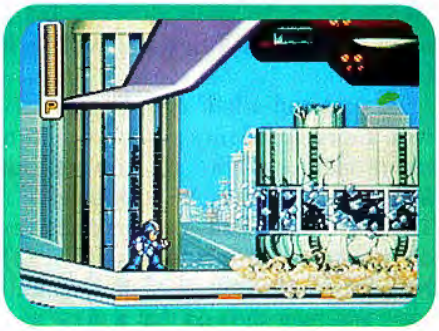
MEGA MAN X

CAPCOM

More Mega Man action is on the way from Capcom, in fact, more Mega Man sequels are due this year than you might believe. The biggest news by far is the coming of Mega Man X, the first Super NES Mega Man title. The game looks super and features the tried-and-true gaming actions that have made Mega Man a video game classic. The big surprise is that Dr. Wily is not included! There's a whole new story with an array of new and formidable robotic enemies to be conquered. Also on the way are Mega Man 6 for the NES and Mega Man 4 for Game Boy.



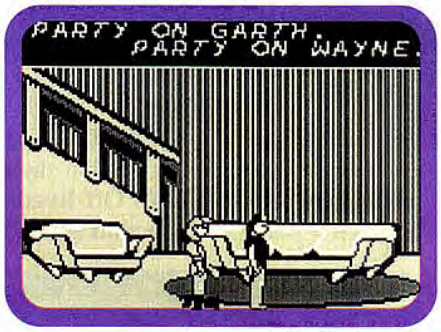


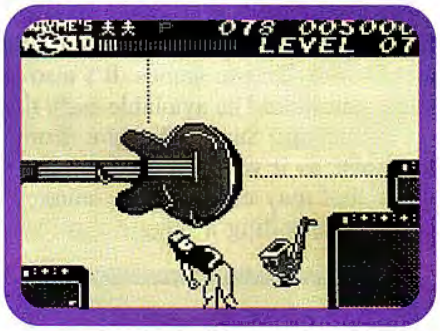


WAYNE'S WORLD

T*HQ

Wayne dreams of the ultimate guitar in this Game Boy action game. Good graphics and music add a lot to the standard hopping, shooting and kicking actions of Wayne and Garth, whom you control on alternating levels. The nearly completed version received by this Purveyor of Pak Wisdom featured lots of musical paraphernalia, Doughnut Shop Bonus areas and a few excellent digitized images that help move the story along. The music rocks pretty well for Game Boy, as well. T*HQ is also working on multiple Ren & Stimpy games for the Super NES, each game being based on different episodes of the popular Nickelodeon cartoon.



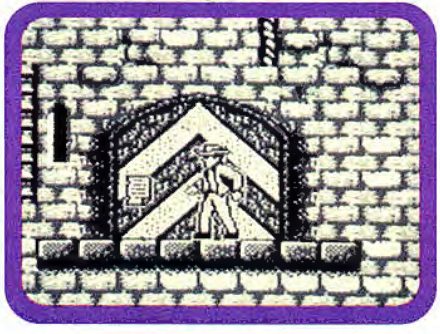


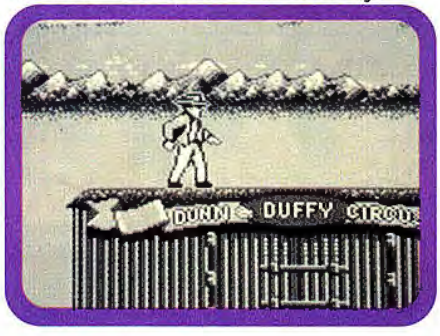
INDIANA JONES

AND THE LAST CRUSADE

UBI SOFT

Ubi Soft may not be a familiar name, but the company is certainly familiar with games based on George Lucas' movies, having produced versions of Star Wars and The Empire Strikes Back for Capcom. Now they are bringing out Indiana Jones' greatest adventure—the search for the Holy Grail! The movie contains dozens of potentially great action sequences, and most of those scenes are being used in the game. Young Indy finds Coronado's Cross in the caves, then grown Indy goes to Venice, rescues his dad in Brunwald Castle, has a battle in the airship, and finally enters the Grail Temple. An early look at some scenes from the game have this Pak Watcher ready for some hands-on whip-cracking. Ubi Soft, in another BIG licensing move, has acquired the rights to make John Madden Football for both the NES and Game Boy.





PAK WATCH UPDATE

This summer's CES in Chicago proved to be one of the biggest ever for video game fans. Not only did they get a first hand look at the hottest games coming out for the Super NES, NES and Game Boy, they also got to meet celebrities and enter game competitions. Pak Watch has already covered most of the show stoppers, but here's a look at a few more exceptional titles that will be coming your way this fall.

A year and a half ago, Disney's Beauty And The Beast won more Academy Awards then any animated film in recent memory. Now Hudson's Beauty And The Beast for the Super NES may be positioned to make just as big a hit. This shot was taken from an early version of the game and development continues with a release date target of November. Hudson also showed Felix The Cat for Game Boy, and they showed that a great game can be just as good on different systems. This Pak Cat thought the whole Felix theme was even better suited for the small screen, and the sharp play control is just as good as it was on the NES version.

Capcom put forth a Herculean line-up of titles including Street Fighter II Turbo, Alladin and Mega Man X (that's X the letter, not ten) but in all the hoopla not much was heard about Goof Troop. Pak Watch is here to set the record straight. This is a fun, well-designed action game that lets you find and use all sorts of items. Working as a team with two players, who must solve puzzles and explore a very Disneyish world, provides a new sort of cooperative feel that you don't get from shoot 'em ups like the classic Contra and Double Dragon games. It's also an excellent one player game and should be available early this fall.

The second Super FX game from Nintendo made some big noise as it was unveiled for the first time. FX Trax (a name that may change) is a unique racing game in which you're controlling a buggie-type car that can flatten itself vertically or horizontally to squeeze through narrow passages in the road. The 3-D polygon graphics may remind fans of Star Fox, but the play and speed is exceptionally unique. The CES version of Trax wasn't 100%, but Pak Watch will bring you the latest facts and photos on this game as they become available. Nintendo intends to release Trax by this December.

BEAUTY & THE BEAST

Another racing game that blew away critical couch crashers was Tradewest's jolting Super Off-Road: The Baja. Strapped into a 4x4, your Pak Trackers headed into some of the roughest off-road terrain in North America down on Mexico's Baja peninsula. The 3-D terrain sends your truck jouncing, rolling, splashing through rivers and dodging past people, animals and obstacles like cactus. Hit a cactus and you'll pay the price! One of the best parts of this game is that you can take different tracks since the desert is criss-crossed with dirt trails. Prize money goes for tricking out your truck and stock-piling the all-important cargo of Nitro. The behind-the-truck viewpoint is the perfect vantage for Super Off-Road. Along with Plok, Tradewest's wild character action game, The Baja will be released by October.

FELIX THE CAT

FX TRAX

SUPER OFF-ROAD: THE BAJA

COOL SPOT

FAMILY FEUD

PINBALL DREAMS

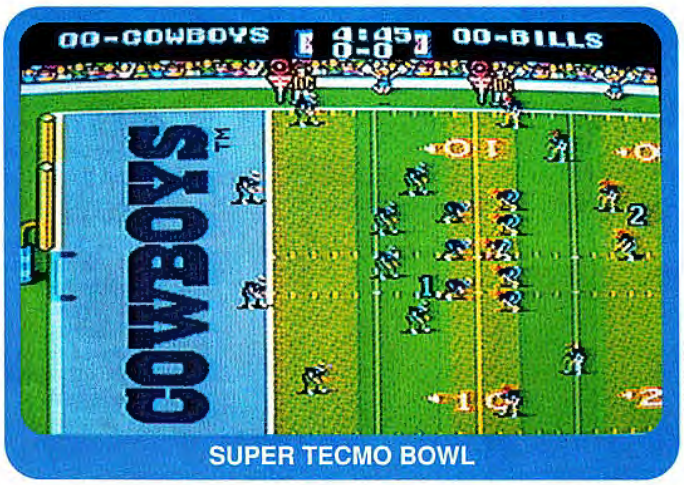
Cool Spot from Virgin Games finally arrived at the Pak Watch desk just before CES, giving your Pak Poppers a chance to hop and bop on the spot. The name was well chosen, since this game is totally cool. Cool graphics, excellent control and animation, fun action and rocking music. Our collective Pak Watch shades our off in salute to the team at Virgin who have been working on this game for more than a year. It was worth it. It's also worth the wait for players who can get their hands on it this fall. Young Merlin, also a Super NES title scheduled for release this fall from Virgin, features overhead adventure action with terrific graphics.

Gametek's Family Feud is due early this fall. This may be the easiest of Gametek's television game shows to learn and play. It's also a lot of fun for one player, two players, or even entire feuding clans! One of your Pak Watchers demanded the return of Richard Dawson, but Gametek wisely ignored him and let the one-time game show host remain in much appreciated anonymity. Another offering from Gametek that received less attention was a Game Boy Pak called Pinball Dreams. Three smart little pinball games are combined in this title, which features a very true pinball feel and precise paddle control. There's even a jiggle control that can end up in "Tilting" the game and locking up the paddles.

GOOF TROOP

Tecmo unveiled its long awaited Super Tecmo Bowl for the Super NES exclusively to Pak Watch. The game retains many of the best-selling features of the NES title including lots of game options. Included are two-player simultaneous, coaching, and full-season modes. In fact, there are three season's worth of NFL schedules to play, if you have the stamina. Tecmo's NFL license also includes the names and stats of NFL players.

NFL Quarterback Club from Acclaim is another grid iron entry coming this fall for the Super NES. The game features ten of the hottest arms in the NFL, which you can draft to lead your favorite team in the NFL.



SUPER TECMO BOWL

FUTURE GAMES FOR THE

SUPER NES

Name	Approximate Release
Aero The Acrobat	Summer '93
Alien^3	Summer '93
Aliens Vs. Predator	Summer '93
Alladin	Fall '93
Beauty And The Beast	Fall '93
Bugs Bunny: Rabbit Rampage	Fall '93
Clay Fighters	Fall '93
Cool Spot	Fall '93
Daffey Duck: The Marvin Missions	Fall '93
Family Feud	Fall '93
Final Fight II	Summer '93
Goof Troop	Fall '93
Jurassic Park	Fall '93
Lord of the Rings	Summer '93
Mega Man X	Fall '93
Mortal Kombat	Fall '93
MVP Football	Summer '93
NHL Stanley Cup	Fall '93
Obitus	Fall '93
Plok	Fall '93
P.T.O.	Summer '93
Railroad Tycoon	Fall '93
Rock & Roll Racing	Summer '93
Rocky Rodent	Fall '93
SimAnt	Fall '93
Star Trek: The Next Generation	Fall '93
Street Fighter II Turbo	Fall '93
Superman	Fall '93
Super Baseball 2020	Summer '93
Super Empire Strikes Back	Fall '93
Super Mario All-Stars	Summer '93
Super Off-Road: The Baja	Fall '93
T2: Judgement Day	Summer '93
Tecmo Super Bowl	Fall '93
TMNT Tournament Fighter	Fall '93
Zombies Ate My Neighbors	Summer '93

GAME BOY

Batman: The Animated Series	Fall '93
Felix The Cat	Fall '93
Final Fantasy Legend III	Fall '93
Indiana Jones and the Last Crusade	Summer '93
Jurassic Park	Summer '93
Mega Man IV	Fall '93
Mortal Kombat	Fall '93
Pinball Dreams	Fall '93
Speedy Gonzalez	Summer '93
Tiny Toon Adventures 2	Fall '93

NES

Indiana Jones & The Last Crusade	Fall '93
Jurassic Park	Summer '93
Mega Man VI	Fall '93
Nigel Mansell's Racing	Summer '93
TMNT Tournament Fighter	Fall '93
Wayne's World	Summer '93

NEXT ISSUE
COMING NEXT MONTH IN VOLUME 51

STREET FIGHTER II TURBO

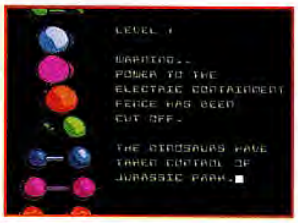
Capcom's big news from the Summer CES is here next month. Catch all the fast and furious action of this high-powered version of Street Fighter II. All the Fighters, all the Bosses, twice the speed.

ALIEN³

Ripley is on a search and destroy mission in next month's issue of Nintendo Power. Race through the Fiorina Work Correctional Colony to defeat the minions of the Mother Alien. Out of this world action!

JURASSIC PARK

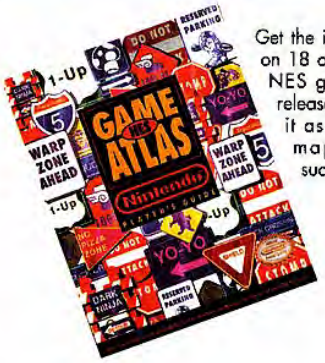
The Giant Dinosaurs rule the terrain of Jurassic Park. It's your job to keep them there. Catch the NES and Game Boy games based on the block buster movie in the next issue of Nintendo Power.



STAR TREK THE NEXT GENERATION

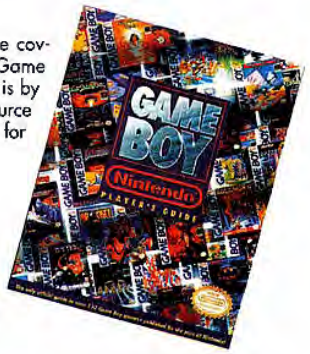
Command the crew of the U.S.S. Enterprise on deep space adventures. It's your mission to explore new worlds and boldly go where no player has gone before. Make it so!

PLAYER'S GUIDES



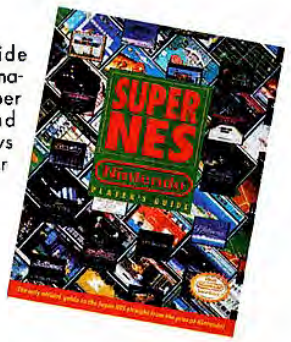
Get the inside scoop on 18 of the hottest NES games ever released. Think of it as your road map to NES success!

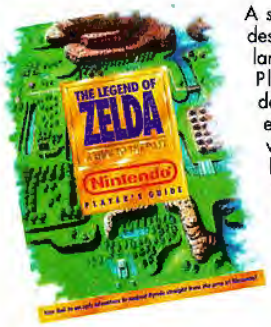
Comprehensive coverage of 136 Game Boy titles. This is by far the best source of information for Game Boy.



THE place to find the inside story on Mario, plus a whopping 140-page review of Super Mario World for the Super NES.

This super guide gives you information on 55 Super NES titles and detailed reviews of 19 spectacular games!



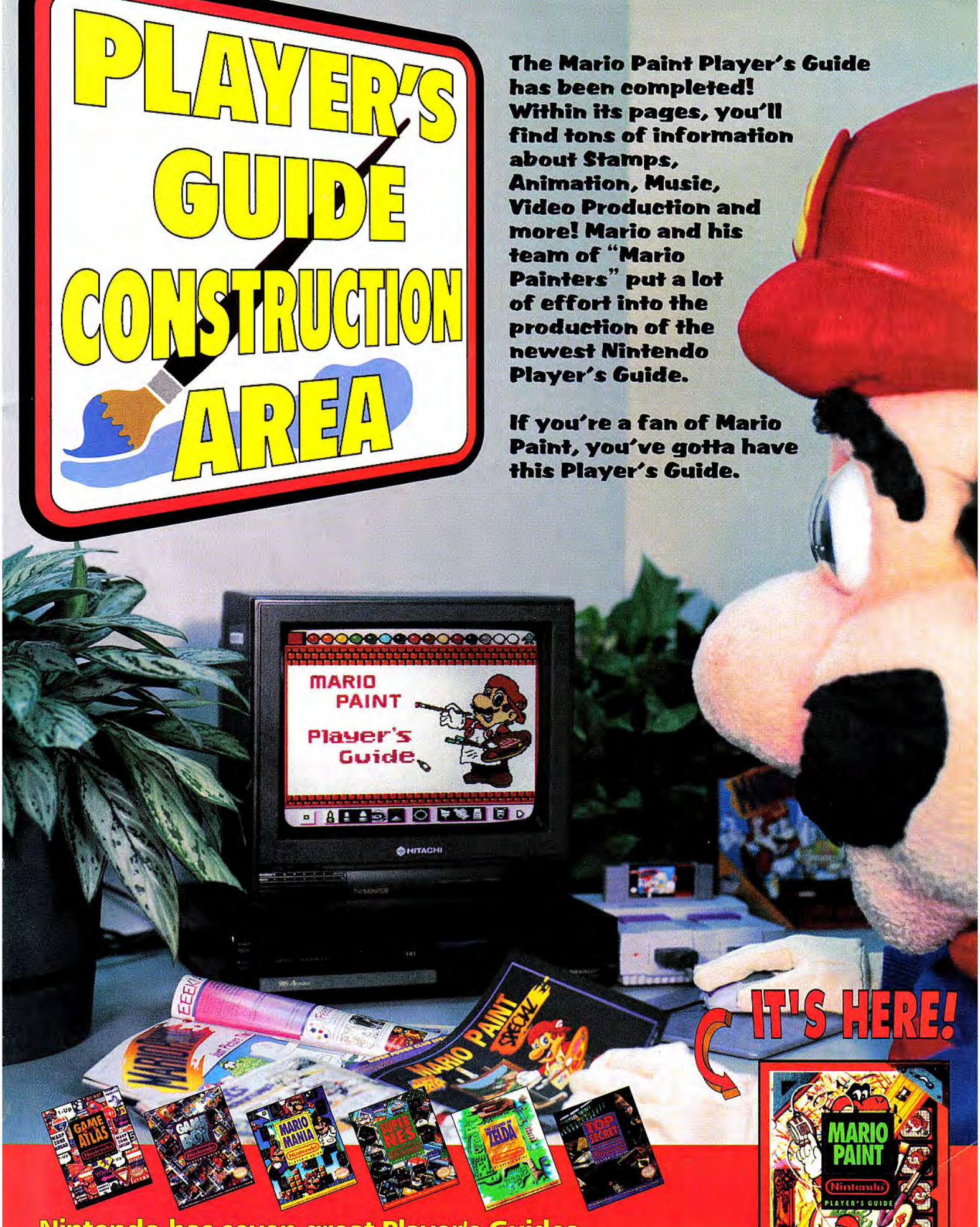


A spectacular game deserves a spectacular guide book. This Player's Guide delivers. It includes everything you would ever want to know about A Link to the Past. It's required reading for all Zelda adventurers.

PLAYER'S GUIDE CONSTRUCTION AREA

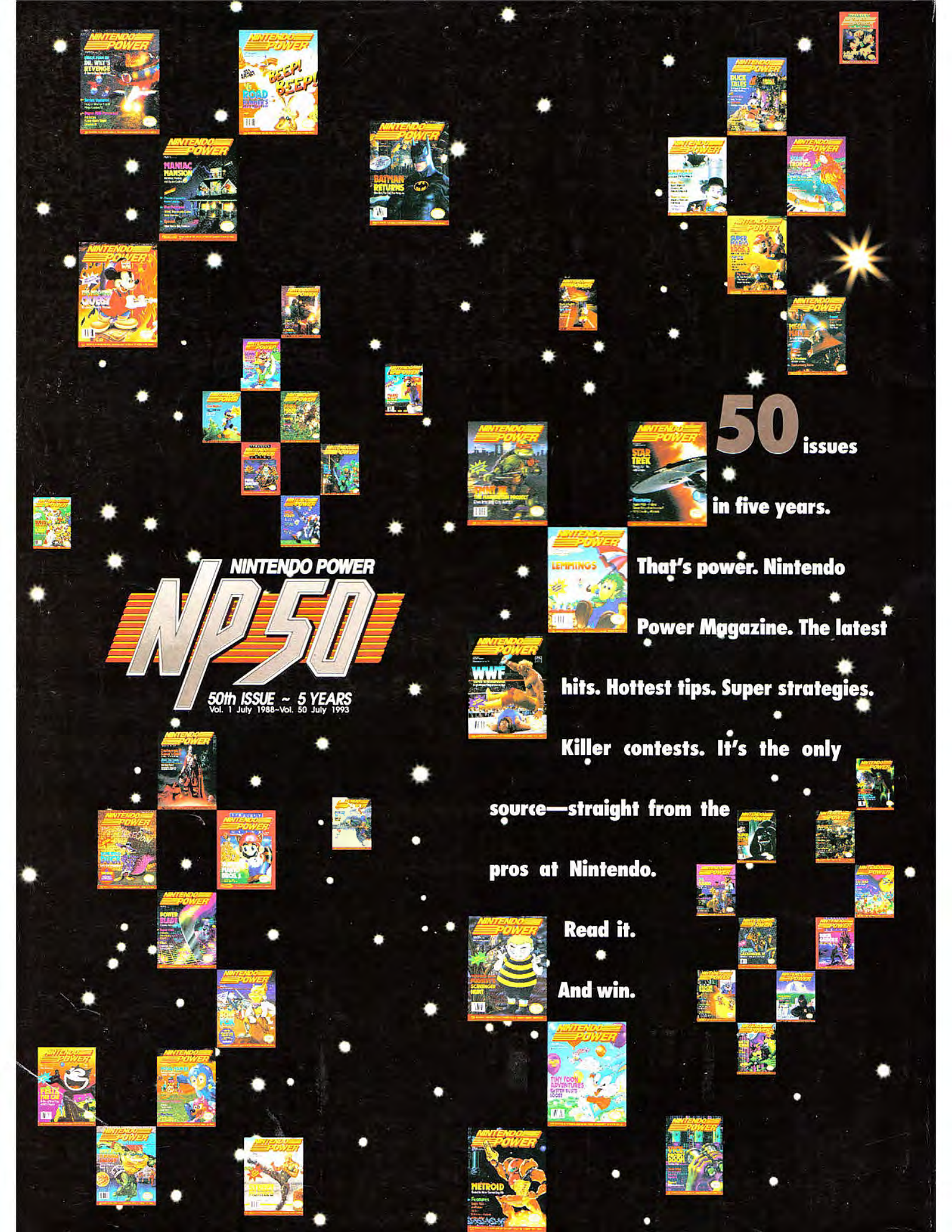
The Mario Paint Player's Guide has been completed! Within its pages, you'll find tons of information about Stamps, Animation, Music, Video Production and more! Mario and his team of "Mario Painters" put a lot of effort into the production of the newest Nintendo Player's Guide.

If you're a fan of Mario Paint, you've gotta have this Player's Guide.



IT'S HERE!

Nintendo has seven great Player's Guides available. Make sure that your Player's Guide collection is complete!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